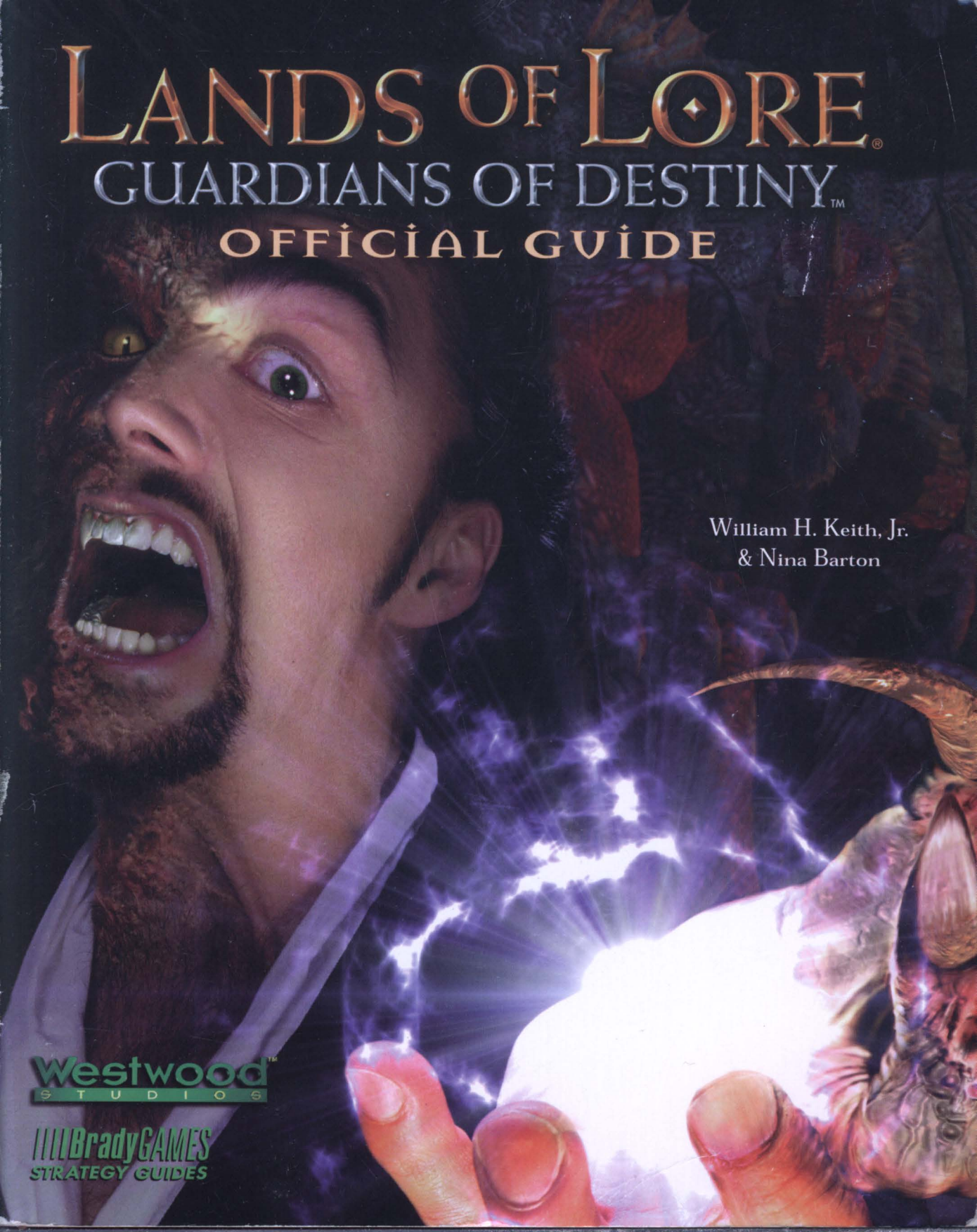
LANDS OF LORE®

GUARDIANS OF DESTINY™

OFFICIAL GUIDE



William H. Keith, Jr.
& Nina Barton

Westwood™ STUDIOS

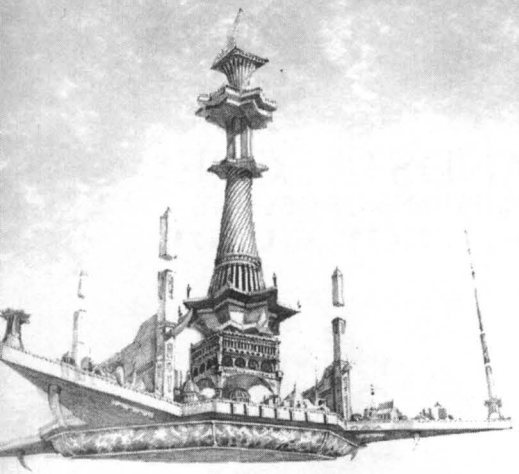
BradyGAMES
STRATEGY GUIDES

OFFICAL LANDS OF LORE GUARDIANS OF DESTINY. STRATEGY GUIDE



Written by
William H. Keith, Jr.
and Nina Barton

BradyGAMES
STRATEGY GUIDES



OFFICIAL LANDS OF LORE: GUARDIANS OF DESTINY STRATEGY GUIDE

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Brady Publishing

An Imprint of
Macmillan Digital Publishing USA
201 West 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-288-4

Library of Congress Catalog No.: 96-79074

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 97-1 shows that the first printing of the book occurred in 1997.

00 99 98 4 3 2

Manufactured in the United States of America.

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William H. Keith, Jr.

As of this writing, Bill has written over 50 books and has several more in the pipeline, novels ranging from military technothrillers to military science fiction to science fiction comedy. Current series include *Warstrider*, an SF series under his own name, and *SEALs: The Warrior Breed*, a military historical-fiction series under the pseudonym H. Jay Riker. Before he started writing for a living, he was a professional SF illustrator and still occasionally exhibits his work at various cons and on the World Wide Web.

When he's not writing—*is* there such a time?—he can be found hiking, blowing holes in paper targets with firearms of various calibers, participating in Western Pennsylvania Mensa events, and hanging out with some very strange people. He lives in the mountains of western Pennsylvania with his wife, Nina.

Nina Barton

After years of editing Bill's prolific output, Nina Barton—alias Nina Keith—has begun writing on her own, probably out of sheer self defense. Unlike Bill, she understands both computers and computer people, a highly desirable talent when working on a computer game guide for BradyGAMES.

She is currently co-writing several novels with Bill. When she's able to pry herself away from the computer, she likes to hike, go to concerts, teach piano, shoot things, go to Mensa conventions, and hang around in bookstores. She lives with Bill in western Pennsylvania.

This is Bill and Nina's sixth book for BradyGAMES.

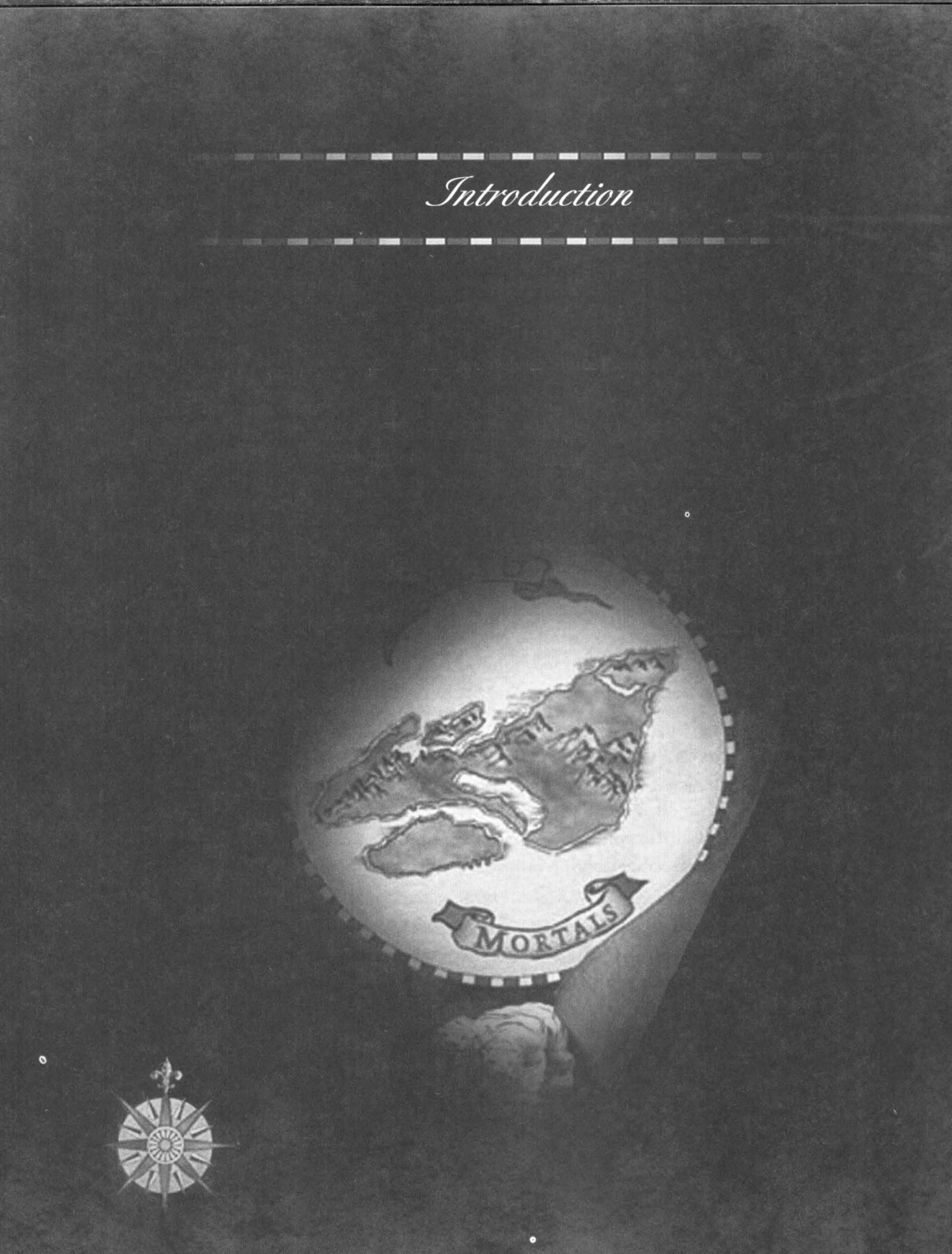


Authors' Acknowledgements

Any game guide like this one is of necessity a collaborative effort by many people. We would like to extend our special thanks, however, to Tim Cox, our editor at BradyGAMES, and to Brady's Acquisitions Editor, Debra McBride, who made it all both possible and worthwhile.

Our very special thanks to Robert Powers, at Westwood Studios, our guide through the magical and wonderful world of *Lands of Lore: Guardians of Destiny*. Every time we were certain we could get no further through the game's devilish puzzles, Rob was there with that one hint or insight, that illuminated "ah-ha!" that kept us going. Thanks, Rob! This is a great game!

Introduction



So, small and arrogant mortal! You have actually dared set foot within the vast and richly complex cosmos known as *Lands of Lore: Guardians of Destiny*... and now, to use one of those charming mortal phrases we Ancient Gods are so fond of, "you're stuck."

Or... perchance you're wondering whether you even *dare* purchase *Lands of Lore: Guardians of Destiny* and are secretly perusing this Scroll of Wisdom in search of some slim clue or scrap of understanding, wondering if perhaps the world's cunning challenges are beyond your frail and trembling reach.

No matter. Whatever your motives, however hard your mortal heart may be thumping now within your chest, a grand and spectacular world, replete with wonder, mystery, and long-hidden magics, waits for you and the caress of keyboard and mouse. The Ancient Gods have long watched those of the mortal realm; they find a singular fascination in watching creatures such as yourself face the sorts of challenges and puzzles you are about to invoke. Why, sometimes some small bets are placed on the side as we watch you; friendly wagers as to whether some particular mortal is going to rise triumphant from the challenge embracing him, or fall in cold and gory death. In fact, at this moment, the pool we have going as to how long you are going to survive is running... well, perhaps you don't want to know. Yes, I think it's definitely better that you not know.

Rest assured, however, that some of us are rooting for you, mortal. Of course, we Ancient Gods aren't permitted to interfere with events in the mortal realm. After all, it would be decidedly unethical for any one of us to help you out of the petty little predicaments you may find yourself in, or to give you particulars of that dread peril lying in wait for you just around that next corner...

Still, a small hint or two along the way, a quiet word of wisdom at the appropriate point, a slight assist in determining whether to go this way or that—why, what is such a small thing against the vast panoply of cosmic destiny?

But take care. This slender Scroll of Wisdom and Knowledge I've arranged to have fall into your hands will be our little secret, just between you and me. I wouldn't want some of my, ah, associates to think you were getting any *special* help from divine sources.

No, no, don't thank me, mortal. Simply use this scroll wisely, and pay close attention to the warnings I give you along the way. I have quite a lot riding on the outcome of the challenge you're about to face.

Mortal, do *not* fail me. You wouldn't like the result. Not at all.

THE SCROLL OF WISDOM

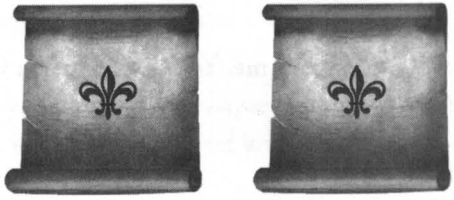
Welcome to this Scroll of Wisdom and Knowledge for *Lands of Lore: Guardians of Destiny*, the new CD-ROM fantasy role-playing game from Westwood Studios. This book is designed to give you the hints, tips, and outright answers you need to work your way through the game as you take on the role of Luther, struggling with his long-suffering quest for a cure to the curse that afflicts him.

The information in this scroll comes to you from four different sources—a Mortal, an Imp, a Demigod, and an Ancient God. Each chapter is identified at the beginning as coming from one of these four sources, enabling you to choose for yourself just how much help you want to have.

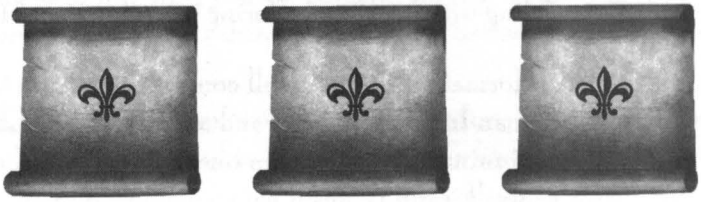
- Mortals don't have much at all in the way of supernatural knowledge, so any chapter listed as coming from Mortal sources has little in it that can help you get through the game, other than general background and very basic information. You can read Mortal chapters with no worry of spoiling any part of the game for yourself. These chapters are identified by one magic scroll.



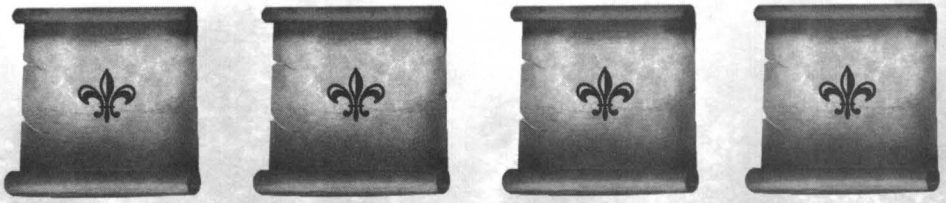
- Imps are mischievous fellows with some magical ability and knowledge, and can give you minor hints and tips, but little in the way of full-fledged answers. That's what you'll find in the Imp chapters: hints and clues, arranged from the very simple and general to the more specific and direct. Imp chapters help you over the rough parts of *Lands of Lore: Guardians of Destiny* without giving away too much in the way of game secrets or suspense. Imp chapters are identified by two magic scrolls.



- Demigods are powerful fellows, halfway to being full-fledged gods but not yet fully omnipotent. A Demigod chapter gives you some fairly direct help with various parts of the game, although some of the deepest mysteries may be held back. These chapters are identified by three magic scrolls.



- You want answers that are both omniscient and omnipotent? Then the chapters provided by the Ancient Gods are what you need. Consult this all-knowing collection of deep and ancient wisdom *only* if you don't mind spoilers that will rob the game of all challenge, suspense, and mystery. These chapters, which hold nothing back, are identified by four magic scrolls.



Organization of This Book

A Scroll of Wisdom and Knowledge for *Lands of Lore: Guardians of Destiny* is divided into a number of chapters, as follows:



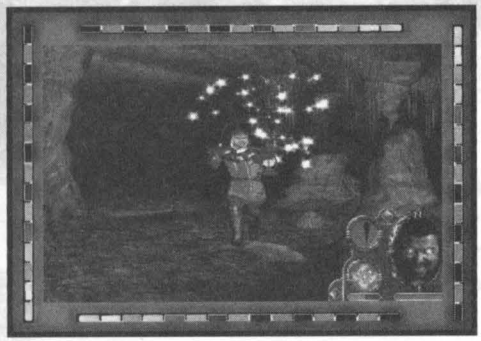
Introduction. *Definitely a Mortal-derived section, except, of course, for the opening comments by a disinterested and remote Ancient God. The introduction tells you how this book is laid out and how to use the various chapters.* ***One scroll.***



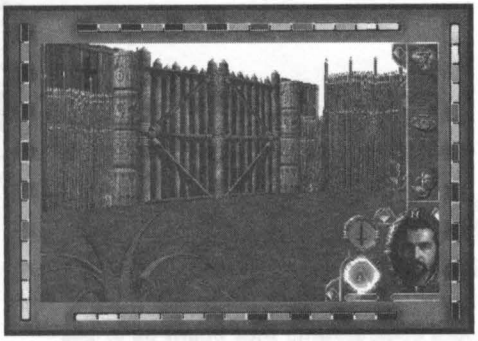
Chapter 1: Into the Lands of Lore. *This chapter describes the basic moves and key commands you need to master in order to get through the game. No major secrets are given away here, although there is some discussion about the Spheres of the game and how they work, as well as a list of very general hints that might be of use to players just starting out.* ***One scroll.***



Chapter 2: Weapons, Loot, and Gear. *So, just what is the Sword Prism, what do you use it for, and why should you care? This chapter gives you some background on all of the major items you may find in the game and what they can do for you.* ***Two scrolls.***



Chapter 3: Spells and Magic. *Magic is a vitally important part of the universe of Lands of Lore. This chapter describes the various available spells and how they work.* ***Two scrolls.***



Chapter 4: The First Sphere: Hints and Tips. *The First Sphere takes you from the Caves of the Draracle to the Dark Halls. This chapter gives hints for this section of the game. For each puzzle or specific area, the hints are arranged from simple and vague at the top to detailed and specific at the bottom. You may wish to use a 3x5 card to cover up the hints lower down on the page, in order to reveal only the level of clue you wish to see. Reading it all the way through robs you of a lot of the surprise and suspense of playing the game.* ***Three scrolls.***



Chapter 5: The Second Sphere: Hints and Tips. *The Second Sphere includes everything from the Savage Jungle to the Chamber of Voices. As in* ***Chapter 4****, hints are arranged from simple to complex, and you may wish to conceal the later hints in each list while you try the simpler, broader hints first. If you read the entire chapter, you'll ruin a lot of the suspense in the game.* ***Three scrolls.***



Chapter 6: The Third Sphere: Hints and Tips. *The Third Sphere begins with the City of the Ancients and takes you through to the Birthing Chambers. Again, vague hints are listed first, and more specific clues are listed later. Cover the later clues if you don't want to see too much too soon. If you read the entire chapter, you'll have a pretty good idea of exactly what is supposed to happen, which may rob the game of a good bit of suspense and surprise.* ***Three scrolls.***



Chapter 7: The First Sphere: Maps and Answers. *This chapter describes each area within the First Sphere in detail, complete with maps and legends that show where each major item or encounter is located. This chapter gives away everything about the First Sphere. Don't read it if you want to preserve any element of surprise in your game play!* ***Four scrolls.***



Chapter 8: The Second Sphere: More Maps and Answers. *Maps for each area of the Second Sphere are included in this chapter, along with legends showing where items are found and where encounters take place. This chapter gives it all away so far as the Second Sphere is concerned. Don't even look in this chapter if you want the game to surprise you!* ***Four scrolls.***



Chapter 9: The Third Sphere: Even More Maps and Answers. *This chapter has maps and the precise locations of encounters and equipment for each area in the Third Sphere. This chapter gives it all away, so don't look here if you want to preserve the element of surprise!* ***Four scrolls.***



Appendix: Of Gods and Men. *The appendix tells you a bit about the background of Lands of Lore, who Luther is, where his curse came from, and what he's trying to do. This will be of special interest to those players who missed the first entry in the Lands of Lore series, but it gives away nothing critical.* ***One scroll.***



Using This Book

You can decide for yourself just how much help you want from this *Scroll of Wisdom and Knowledge*. In general, the Scroll Rating, given at the beginning of each chapter, provides an indication of how big a spoiler that chapter is going to be. A two-scroll chapter might help you decide whether it would be worthwhile picking up a given artifact, but it's not going to tell you much about where to find it or where to go once you have it.

In the hints and tips chapters, as described above, the earlier hints in a list are less specific and give less away; hints further down on the list give more away, and you may wish to cover them with an index card or a piece of paper to avoid revealing too much. *You* decide how much you want revealed!

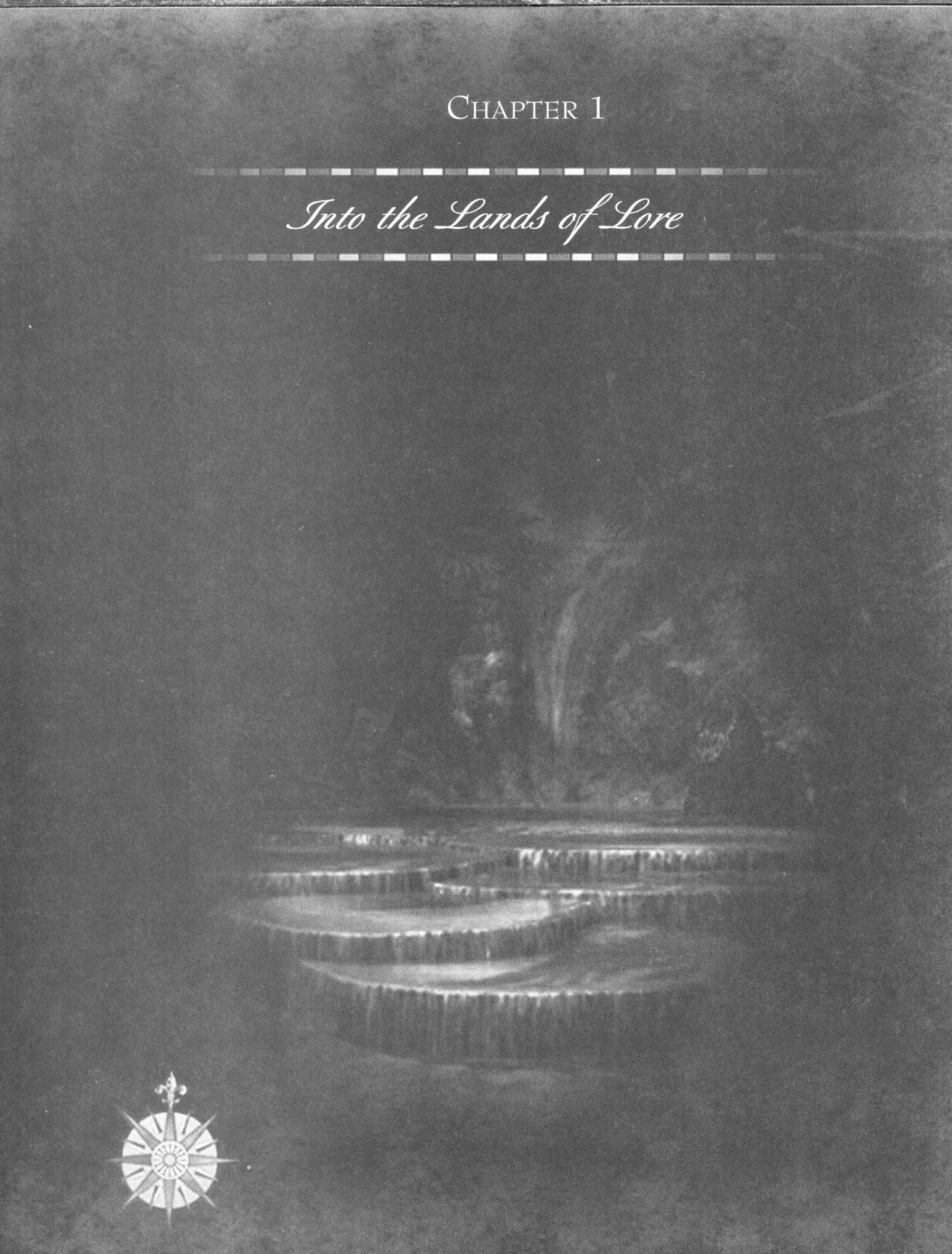
And, every so often, you might find a word or two from the Ancient God who prepared this scroll for you and arranged for you to find it. Pay attention to what he has to say. He has a lot riding on your survival within the Lands of Lore, and he'll do what he can to help you face your challenges and overcome them. Ignore his words at your mortal peril!

And... good luck!

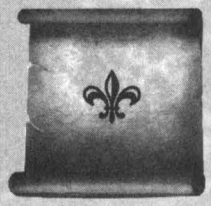
Even with this *Scroll of Wisdom and Knowledge* in hand, you're gonna need it!

Chapter 1

Into the Lands of Lore



This chapter is derived solely from Mortal sources. It contains background information and vague hints only. No major secrets are revealed.

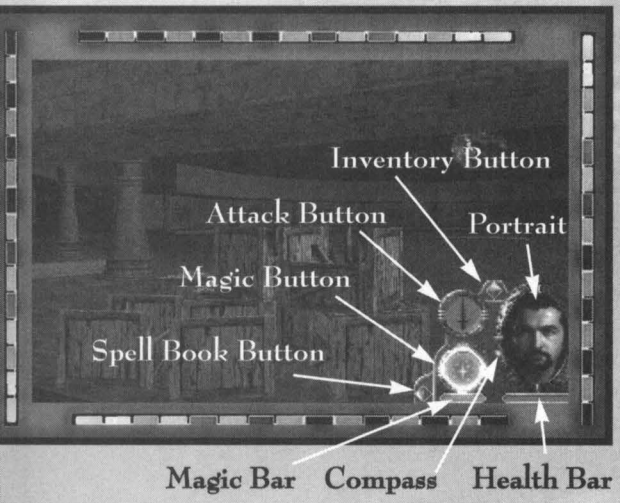


This chapter describes the basic operation of *Lands of Lore: Guardians of Destiny*, including the keyboard commands and movements you need to learn to get through the game, and some general tips for getting around and doing what has to be done.

YOUR GAME CONTROLS

Getting around in *Lands of Lore: Guardians of Destiny* is simple, intuitive, and easily configured to your preferences. Movement can be accomplished through the keyboard arrow keys, through the number pad, or, by right-clicking on your view of the world with your mouse. Check the game Options, accessed by pressing ESC, to set up other configurations.

The Control Panel



Your control panel is at the lower-right corner of your screen. This is where you find out all you need to know about your character and his current state of health.

- **Your Portrait:** You get clues about how Luther is doing by looking here. If he's been injured, you'll see blood... and if he's been poisoned, he turns a lovely shade of green. You can click the portrait to open your inventory, and you can click certain inventory items in the portrait to use them.

- **Compass:** The oval frame around Luther's portrait is a compass, with N for North at the top. The blue light moving around the oval shows you at a glance what direction Luther is facing at the moment.

- **Inventory Button:** Clicking the yellow diamond above and to the left of the portrait opens your inventory, which lets you access your store of items, change your current weapons or armor, and see how well you're doing in such areas as physical protection and your current levels of fighting and magical skills.

- **Spell Book Button:** The blue diamond at the lower-left of the control panel lets you see what spells you can currently access.

- **Attack Button:** The upper circular area left of Luther's portrait shows a silhouette of the weapon you currently have in your hand. If all you see is a hand, then you're unarmed. Right-click this button to change weapons; left-click to launch an attack.

- **Magic Button:** The lower circular area left of the portrait shows the magical spell you currently have available. Right-click to change spells; left-click and hold to build the spell's power... and then release the mouse button to launch the spell.

- **Magic Bar:** The blue bar at the lower-left of the control panel shows your current level of mana, or magical power. You expend mana each time you use magic, and it takes time to restore it to useful levels.

- **Health Bar:** No, this isn't where you buy yogurt, mineral water, or carrot juice. The red bar at the lower-right of the control panel shows your current physical health. If this is depleted during or after combat, you might want to consider using a healing potion or spell to restore your health.

An Ancient God Speaks

Be aware of what you have in your inventory. Unfriendly encounters can occur before you know what happened, and you'll want to be prepared for them in advance... and not be groping around in your backpack while that giant spider sucks the marrow from your bones.

Remember that many of the weapons and artifacts you'll find have very specific uses or enchantments. One sword will be very good against one type of enemy and useless with another; a particular kind of armor might be especially good at warding off certain types of attacks, and it might fail utterly to protect you from others. Learn what your weapons and equipment can do. Do not simply flail away with the first weapon that comes to hand!

Special Movements

Certain key commands can enable you to do a lot more than simply walk.

- **Run:** Press the SHIFT Key while walking to run.
- **Always Run:** Press the HOME Key to run all of the time. If you get tired of running, press the SHIFT Key to slow to a walk.
- **Sliding:** Sometimes—like when you're standing on that narrow ledge, or during combat—you'll want to slide left or right. On the numeric keypad, pressing 7 turns you to the left, but pressing 4 slides you to the left without turning. Pressing 9 turns you right, while pressing 6 slides you right. Watch your step, though!

- **Crouch:** Press C to crouch. You can move forward—and even run—while in a crouched position. Crouching also represents a genuflection in some situations, which might be useful in certain religious settings.

- **Jump:** Press D or SPACEBAR to jump. If you're standing still, jumping moves you up and down. If you're also moving forward, you can jump up onto things you normally couldn't walk over or climb steps that are normally a bit too steep. If you run while jumping, you can leap across obstacles... like that sheer drop into that bottomless chasm. Maybe.

- **Look Up:** Press Q to look up. Sometimes you'll want to examine the ceiling or areas high up on a wall for signs of a hidden niche or doorway.

- **Look Down:** Press Z to look down. This is useful for checking for artifacts lying on the ground near your feet and also to watch your step while descending a steep set of stairs... or when standing at the edge of a dizzying precipice.

- **Center Your View:** Press A to return your view back to normal after looking either up or down.

An Ancient God Speaks

Beware! You were raised on a farm, and you don't know how to swim. Although you can splash across narrow brooks and streams easily enough, deep water will kill you!

While you're at it, be careful of other things you might accidentally step in... quicksand, molten lava, pools of acid, or pits with sheer drops of a few hundred feet. Watch out! A careless step will kill you!

Game Actions

Certain commands can enable you to perform other necessary actions within the world of Lands of Lore.

- **Using Items:** Along the way you'll acquire many useful objects and artifacts in your inventory. Right-click them over your portrait to "use" them. An example would be to pick up some Cave Aloe, then right-click it over your portrait to regain some health after you've been injured.

- **Using Poison:** An important exception to the above is poisons. Do not right-click them on your portrait, or you may find yourself getting quite sick. Instead, right-click them over the silhouette of an edged weapon in your Attack Button to smear some poison on a blade. This increases the damage caused by your next attack.

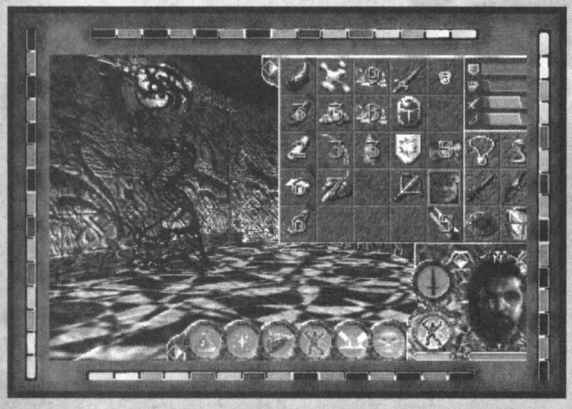
- **Combining Items:** Some of the things you find can be mixed with others to make something else. This can be done in your Inventory Screen by clicking on one item, then dragging it on top of another. If the items can be combined, a small screen with both of them will appear. Click the red button to mix them. Of course, even if you can mix the two, often all you'll get is an unusable mess...

- **Grab and Shove:** Some objects in the Lands of Lore world can be shoved around. Left-click the item; if it can be moved, you'll see the hand-cursor close. With the mouse button depressed, move the mouse to drag the item to the desired location.

- **Stack:** Sometimes you'll need to stack crates or other items on top of one another—to climb to an out-of-reach ledge, for example. Click and drag the item to move it. Move it into another item, and it is stacked automatically.

- **Throwing:** Click an item, either in the world or in your inventory, to pick it up. With your Inventory closed, click somewhere in the world to get rid of it. If you click nearby, you'll merely drop it. If you click somewhere in the distance, you'll throw it. Some items, such as rocks, might actually cause some damage to an opponent.

Your Inventory



You can carry a surprisingly large number of items with you, and all of them can be accessed through your Inventory.

With your inventory open, a new button appears above and to the right of your portrait. Clicking on this partly closes your inventory, which enables you to grab any one of the first five items in a hurry.

- **Pick It Up:** If you find something in the world you can pick up, left-click it—your cursor becomes an icon of that item. Move the icon over your portrait and left-click to deposit the item in your Inventory.

- **Know What You Have:** Access your Inventory by clicking the Inventory Button. Identical items will be stacked together, for up to nine items total. To find out what a particular icon represents, move the cursor over the item and leave it there for a moment. A voice will tell you what it is.

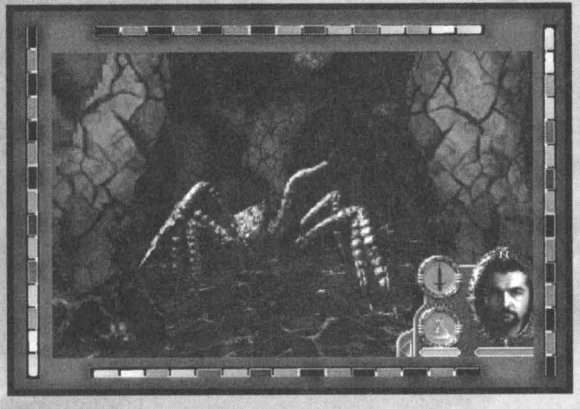
- **Equipment Screen:** The display on the right of the Inventory is your Equipment Screen. It provides spaces for the gear you're using at the moment, including a space for one melee weapon (with the silhouette of a sword), one ranged weapon (with the silhouette of a bow), a shield, a suit of armor, and two empty spaces at the top for magical jewelry or talismans. Click and drag items back and forth between this area and your Inventory items to access the gear you want ready to use.

- **Just How Good Are You, Anyway?** Above the Equipment Screen is a display showing your current skill levels. The top bar, with a shield icon, shows how much physical protection (as provided by shields and armor) you currently have. The second bar from the top, represented by a fist, gives a measure of your raw, physical strength. The third bar, with a sword icon, shows your melee fighting strength, based on your current melee weapon of choice. The bottom bar shows your ranged weapon strength, based on your current choice of ranged weapon. Finally, clicking on these bars shows your current magic and fighting skill levels. You'll be starting out with only Level 1 in both of these, but as you gain experience these levels grow. They have to if you're going to survive.

- **Quick Use:** Sometimes you'll need to get at certain items in your Inventory fast, and it's nice not to have to go through the routine of clicking the Inventory Button, clicking on the item, then clicking the Inventory closed again before you can use the item. Place your most important or frequently used items in the first five inventory slots, the ones visible when the bag is only partly opened. By pressing the numeral keys at the top of your keyboard, you can access the items in the five slots. Pressing 6 accesses the first slot, pressing 7 accesses the second slot, all the way up to 0, which accesses the fifth slot. Instantly accessing each item can be a great advantage in combat.

Combat

Sooner or later, you're going to find yourself fighting for your life. Worst of all, you start the game unarmed, and you're going to have to fight just to get some decent weapons.



- **Melee Weapons:** Any hand weapon like a knife or a sword is a melee weapon. To use it, simply move in close and click your Attack Button. If your melee weapon of choice is active, you'll take a swing at your nearest opponent. To launch a targeted attach, click N first to bring up a targeting cursor. Move the cursor over the target you want to hit, and left-click to attack. You'll see a red splash on your Attack Button if you cause any damage to your opponent.

- **Ranged Weapons:** Any weapon that kills at a distance, like a longbow or crossbow, is a ranged weapon. Right-click your Attack Bar to select your currently active ranged weapon, if you have one, then left-click to fire. You can use the N key to target a specific opponent. Some items—rocks and daggers, for instance—can be placed in your ranged weapon slot in your Inventory, then used as ranged weapons. And there's another nice feature—in Lands of Lore you never run out of ammunition for your bow!

- **Magical Attacks:** Many magic spells can be used to attack your enemies. When you begin, you will have a Level One Spark Spell that can be effective, especially if you can zap your enemy at close range from behind. To launch a magic attack, select the appropriate spell with a right-click on your Magic Button. Left-click and—if you have more than a Level One spell, hold in order to build the spell's power—then release the button to launch the attack. You can also use the N key to target a specific opponent. Right-click and hold on your target, then release to attack.

- **Special Tricks:** Sometimes you get the opportunity to pull something sneaky. A pool of oil, for example, can be set aflame by a well-aimed Spark Spell. A slender pillar of rock might be smashed by a sword stroke to bring down a timely avalanche on the head of a pursuer. Keep your eyes open for such opportunities!

An Ancient God Speaks

Learn the ways of combat if you want to be successful! You need to build your combat skills if you are to defeat some of the more powerful opponents you are likely to face later in your quest.

There are numerous tricks you can use to gain an advantage of skill or effectiveness in battle. Here's one of my favorites: when the N Key has been depressed, enabling you to target a specific enemy, try alternately right- and left-clicking. Each left click will launch a physical attack; each right-click will launch a magical attack. If you're skillful, your enemy will be overwhelmed!

Movie Interludes

Sometimes, your actions take you into a brief movie. All you can do at those times is relax and enjoy the show.

Sometimes, too, you'll find yourself at a special screen where only certain actions are possible. For instance, you might be looking at a village scene, and all you can do is move the cursor and click to move left, right, or straight ahead. Moving the cursor to the bottom of the screen turns it into a back-pointing arrow, enabling you to return the way you came.

Experiment to find out what you can do in those scenes. Sometimes, only one action is possible; others, you can move in different directions, or take different actions, depending on where you click. You may even find yourself within a nested series of such screens. Move the cursor to the bottom of the screen to back your way out if you get lost or confused.

Often, such screens will lead you into a conversation with one of the other characters in the game, which brings us to...

Conversation

Many times it's better to talk than fight. You'll have the opportunity to talk to a number of interesting people and, er, *things* along the way. Do not kill everything that crosses your path! You'll be getting a lot of important information from some of these encounters.



- **Talking:** Conversation is more or less automatic when you enter the presence of other characters. Click on them to hear them speak. Luther will make the appropriate replies. If your cursor is replaced by an hourglass, there's nothing much you can do but listen as the conversation develops.

- **Keep Talking:** If conversation lags, and you get one of those long, awkward silences, try clicking on the other character again. He or she might have some more to say. In a few cases, it's important that you prompt the character several times, in order to get him/her to give you something you'll need.

- **Know When to Say Good-bye:** When nothing more needs to be said, move the cursor to the bottom of the screen—it turns into an arrow pointing back the way you came. Sometimes, saying good-bye triggers a final comment from the other character, and perhaps a parting gift or piece of advice.

- **Giving Them Something:** Once in a while, you will acquire an item you want to give to someone else. When the time seems right, open your Inventory, click on the item, close your Inventory, and then drag the item to the other character.

- **Are You a Good Guy, or a Bad Guy?** With a few exceptions, you can kill any character you encounter in the game. Keep in mind, however, that your actions determine your destiny. If Luther kills everyone he meets and plunders their corpses, he'll soon build a rather nasty reputation, and certain paths may be closed to him later on.

Hot Keys

Some keyboard commands can streamline play considerably and simplify such actions as combat or throwing spells.

- **Attack:** Hit the F Key to launch an attack. This may be faster than moving the cursor over the Attack Button on your Control Panel and clicking on it.

- **Magic:** Press the S Key, hold it down, then release it to launch a magical spell. Again, this could be faster than trying to use the mouse to click your Magic Button. You can also press "1" on your keyboard.

- **Targeting:** As described previously, you can press N to bring up a targeting cursor to aim at one particular opponent. You can also press T to use this option once.

- **Autosave:** This can be real useful in a tight situation. Press the F8 Key to perform an immediate autosave.

An Ancient God Speaks

Mortal, I surely need not give you the One Law of Adventure Gaming: SAVE YOUR GAME, AND SAVE OFTEN. The autosave feature—which can be adjusted for between five and sixty minutes—will save your tail more than once, but it's always a good idea to save before you enter a new area, before you face a new enemy, and before you try anything that might result in your untimely and messy demise.

Don't let me down on this one!

Automapping

Know where you are and where you're going! Some of the environments you'll face in Lands of Lore will have you literally going in circles... or making your way through fiendishly complex and twisted mazes. The only way to keep your bearings is to use the game's automap feature frequently.

- **Automap:** Press TAB to access a map of where you've been so far. The magnifying glass zooms you in with a left-click, or zooms you out with a right-click. The centering ring centers the map on your current location, which is indicated by a flashing red arrow. The spike icon lets you post a note to a particular spot on the map, for your own mapping and identification purposes.
- **Levels:** The arrows at the lower-left let you switch from one set of maps to another, so that you can see where you've been.
- **Layers:** The arrows at the lower-right of the map lets you switch between various layers of a particular area. Some places let you reach a number of different layers, and this feature lets you keep track of them all without getting confused.

Well, at this point you know how to get around in the world of Lands of Lore. All you need now is to know where in the world you're going.

THE MUSIC OF THE SPHERES

Lands of Lore: Guardians of Destiny is, in very broad terms, divided into three general sections, or spheres. Each sphere represents a different period in Luther's quest, in his power and experience, and in what he knows about his curse. Each sphere must be completed in turn before the player can proceed to the next, and, in most cases, the player won't be able to go back to earlier spheres.

> ***Warning: The following descriptions of the spheres of Lands of Lore: Guardians of Destiny don't give very much away, but some players may want to have each location in the game come as a complete surprise when they encounter them. Don't read further in this chapter if you would rather not know anything about the regions you're about to explore.***

THE FIRST SPHERE

Luther begins the story with the First Sphere. At this point, he is afflicted by a terrible curse and he has no idea either how to control it or how to rid himself of its effects. As he begins his search for a cure, he may find himself entering some or all of the following areas:

- **The Draracle's Caves:** This is more or less an introduction to the whole story line. Here, Luther learns how to move around, fight, and run, and here he experiences his first metamorphosis. Those sudden and unexpected changes in body shape and size can be useful, believe me...
- **The Draracle's Museum:** You might not make it to this section at all, and doing so is not necessary for completing the game. Still, you want every advantage possible for your character, and this is a great place to start out, provided you can find the way in, and assuming, of course, that you can find your way out at the end...

- **The Huline Jungle:** This is where you arrive on the Southern Continent, and you'll find that it is, in fact, the central core for all of the First Sphere. There are lots of paths and regions to explore, and you'll crisscross the jungle as you investigate one area after another. You'll also meet at least one Huline woman who can provide you with some decent weapons.

- **The Executioner's Caves:** These are glowing lava tubes accessible on the far side of a thorn-hedge labyrinth in the jungle. There's a Huline woman to rescue down there, and some nightmarish nasties that will challenge your new combat skills. Within the caves is the entrance to some ancient ruins, and you'll need to uncover the secrets there to continue your quest. Since the appearance of the blue spider-like creatures known as Hive Warriors, some of the villagers have taken to calling these the Hive Caves.

- **The Huline Village:** You can't enter the village until you rescue the woman trapped in the caves. Once you do, you can pick up some information, but you'll be facing something of a dead-end in your search for a cure for your curse.

- **The Ancient Huline Ruins:** These ruins deep beneath the glowing lava tubes of the Executioner's Caves hold several deadly puzzles... and some runes that you need to copy if you want to proceed.

- **The Huline Monastery:** There are people here who can help you with your quest, as well as a power orb that might prove useful elsewhere. You'll pick up clues here that lead you to the next phase of your travels.

- **The Dark Halls:** These are mysterious passageways within the walls of the Huline Monastery, haunted by specters determined to keep you with them in there, forever. Like the Draracle's Halls, you don't have to penetrate this area at all, but if you do you'll have the chance to pick up some impressive weapons, equipment, and magical talismans. All you'll need to do is survive an attack by waves of disembodied spirits... and figure out how to get out of the place.

The Second Sphere

You enter the Second Sphere by crossing the Bane River and entering the Savage Jungle of the Wild Ones. Here, Luther encounters the people who can eventually help him with his curse, and learns about the threats posed by the Hive and by the evil god Belial. He participates in a savage ritual, permitting him to enter an ancient Huline temple, and begins at last to understand what is expected of him. He must enter the following areas to continue his quest.

- **The Savage Jungle:** This is where Luther finds himself once he crosses the Bane River. It is an enormous area of interconnected paths, and it is far more dangerous than the Huline Jungle to the west. Like the Huline Jungle, the Savage Jungle enables access to several important areas you need to visit.
- **The Dracoid Ruins:** You'll reach these through a hole in the ground, where you'll discover an area larger than all of the regions you visited in the First Sphere put together. It's easy to get lost down there...
- **The Dracoid Cemetery:** This complex of vast and towering monuments holds several secrets. You need to acquire an artifact that lets you speak to the spirits here.
- **The Wild One Settlement:** The Wild Ones live among the treetops. If you've been careful not to kill any of the inhabitants so far, you can gain entrance and speak with the shaman who may be able to help you with your curse.
- **The Claw Mountains:** To reach the mountains you must get past the fierce Larkhon, and that's possible only with the help of some items acquired earlier in your journeys. You need to find your way through the snow-covered passes to reach a mountain fortress.
- **The Citadel:** This is a building inhabited by the strange and parasitic Ru-Loi. Luther encounters one of Belial's partial incarnations here, and he can also find some useful weapons and loot. One artifact in particular is necessary for the completion of the quest.
- **The Ancient Huline Temple:** You need to talk to the Caretaker here early on to find out which way to go. Later, you'll enter the ancient Huline Temple in order to pass through the Chamber of Voices and into the next sphere. Within the Temple walls, you'll find a number of useful artifacts and talismans.

The Third Sphere

Here is where it all comes together for Luther. He now understands his curse and knows what he must do, both to save himself and the entire world. Within the Third Sphere, Luther acquires god-like powers, learns how to control his shape-changing powers, and confronts at last the evil dark god Belial.

- **The City of the Ancients:** This vast city rises from the depths, where it has lain hidden for millennia. Luther needs to explore it to find the Mantle Shrine... where he himself will become an Ancient God. He's going to need those god-like powers just to survive...

- **The Hive Caverns:** You'll reach these warrens from the City of the Ancients. There's not much here... except for those swarms of hideous blue spiders coming to eat you. You'll find an unpleasant way into Belial's Chambers through here.

- **The Hive Mother:** Yeah, I'm afraid that this is the only way to reach Belial's Chambers. Yuck...

- **Belial's Chambers:** This is the final set of fiendish traps and puzzles before Luther's final encounter. There are a number of tasks that must be completed here, as well as a monstrous living statue of the evil god himself that must be killed for Luther to proceed. Or to survive, for that matter...

- **The Birthing Chambers:** This is it, the final stage of Luther's arduous quest. Here, he must figure out what to do with his curse to bring about the long-awaited birth of a god... and then kill the thing before it's too late.

An Ancient God Speaks

There. You now know everything you need to survive in Lands of Lore: Guardians of Destiny. Good luck to you, mortal, and...

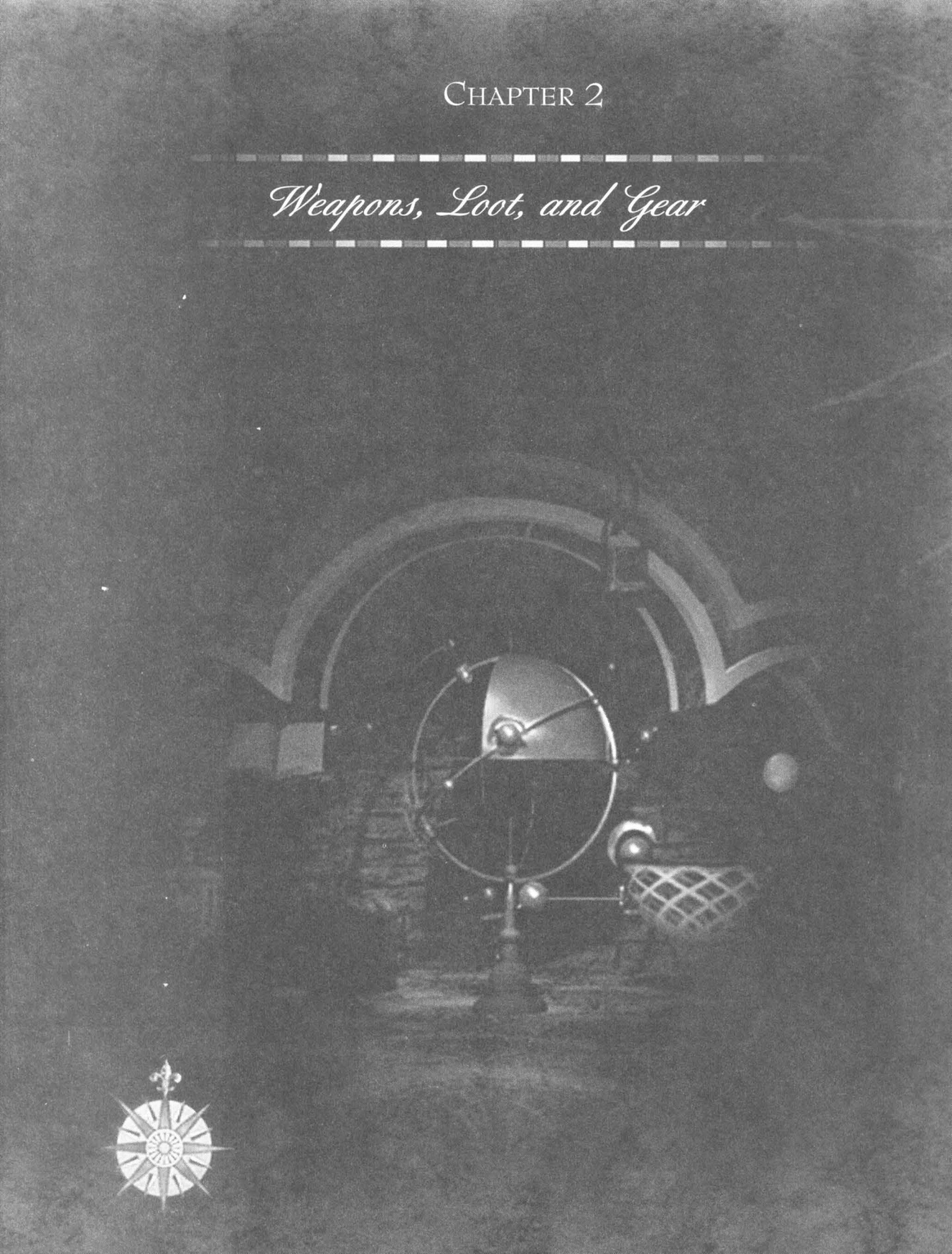
What? What's that? You want some hints? Specific tips for surviving? You're asking me for help?...

Oh, very well. Chapter 2 will tell you about some of the artifacts and items you may find along the way, while Chapter 3 discusses what you may expect to encounter in the way of magic. If that's not enough for you, then Chapter 4 will give you some hints for getting through the first sphere. Pay heed! Ignore my warnings, and you will find only an unpleasant end to your mortal existence.

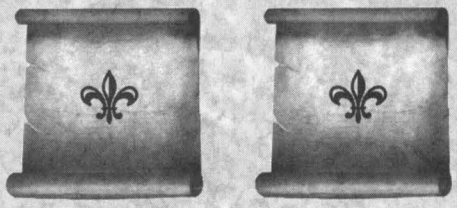
And— more important— I will lose my wager.

Chapter 2

Weapons, Loot, and Gear



This is an Imp Chapter. It contains information about the various artifacts you'll encounter and how to use them. Reading this chapter can give away some of the suspense of the game.

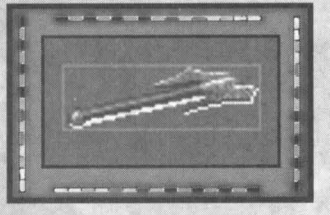


This chapter lists the various artifacts you might encounter in *Lands of Lore: Guardians of Destiny* and tells you something about each. You still need to experiment with the artifacts a bit to find out how best to use them.

While this list is fairly complete, keep in mind that we haven't told you *everything* that you might find. Keep your eyes open and your wits sharp!

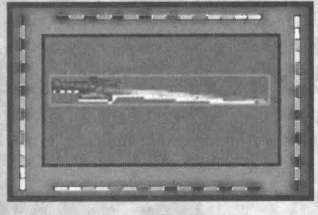
Melee Weapons

Here is a list of the principal melee weapons you may be able to find.



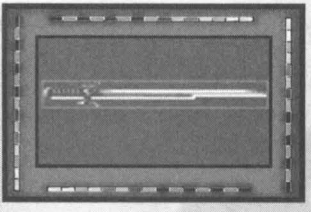
Axe of the Long Arm

A magical axe that returns to you when you throw it. Serves as both a Melee Weapon and a Ranged Weapon. To use as a ranged weapon, you must have a range slot empty.



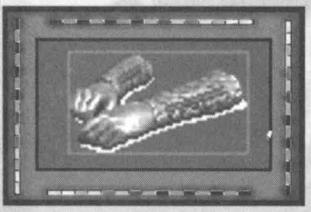
Long Sword Prism

Using this weapon against an enemy gives you a 25% chance of blinding the enemy with the sword's dazzling light if you use it inside, and a 75% chance of blinding the enemy if you use it outdoors. Prism is especially effective against Phantom Dracoids and specters, such as those inhabiting the Dark Halls.



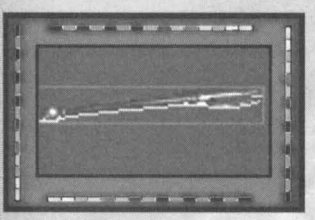
Great Sword Firestorm

This mighty sword has a 50% chance of bringing down a storm of fire on your opponent. If you can empower Firestorm at the Shrine of the Ancients, it becomes the mighty sword Darkstorm.



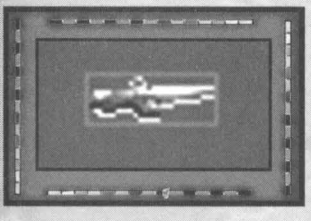
Gauntlets of Striking

Wear these gauntlets to deliver more damage with your blows than you could bare-handed. When you use them, you also have a 50% chance of stunning your opponent.



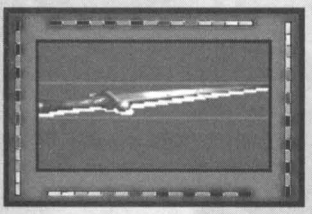
War Axe Traitor

A magical axe that delivers a great deal of damage with each blow struck. Unfortunately, you take the same amount of damage yourself unless you're also wearing the Bracers of Valor.



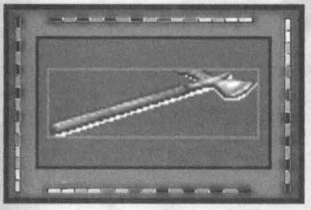
Dracoid Ornamental Dagger

This dagger saps an opponent's magic if the opponent is trying to use a spell against you.



Reaver of the Great Orc

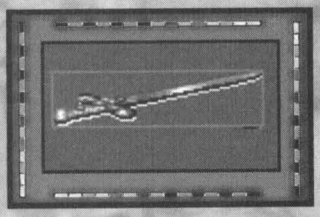
An immense sword found deep within the Executioner's Cave. You won't be strong enough to wield this weapon *unless* you're under the effects of a Champion Stone. As soon as the Stone wears off, you will drop the blade.



Great Axe Blizzard

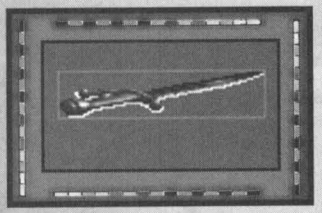
A magical war axe that has a 25% chance of freezing an opponent with a successful strike. The freeze only lasts a short time, but if you deliver a successful follow-up blow, the frozen enemy will shatter and die.

Thohan's Great Sword



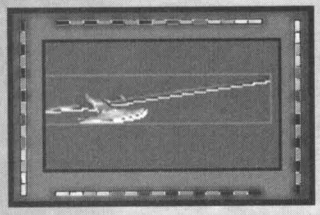
This is the enchanted great sword of a legendary mercenary leader. It delivers tremendous damage. It also negates 50% of all non-magical damage you may suffer in the fight and regenerates the damage you've taken at the rate of 1 point per minute. If you fall below 10% of your total hit points, a Large Imp materializes and fights your nearest opponent. Finally, there is a 10% chance that a Lightning Storm will be summoned each time the sword strikes. If the Lightning Storm isn't invoked, there will be a minor flash of magic.

When you find Thohan's Sword, it is broken. Rashar, in the Huline Village, will reforge the blade for you if you give him a Power Orb. You must be enchanted to reach full potential.



Great Sword Darkstorm

When Firestorm is empowered and becomes Darkstorm, it gains the ability to sap an opponent's magic and health. In combat, you will see red and blue spheres of energy flowing from your enemy to yourself.

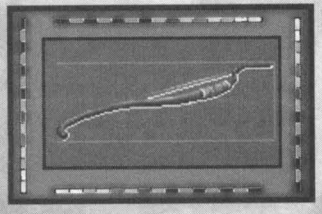


Halberd Bastion

This polearm raises an iron gate around you whenever an enemy comes within 10 feet of you. The iron gate reduces the chance of an enemy attack hitting you and also reduces the damage the attack inflicts .

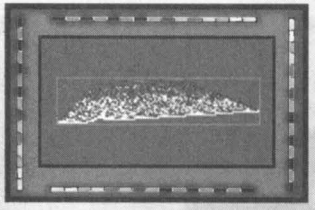
Ranged Weapons

This is a list of the various missile weapons you may encounter.



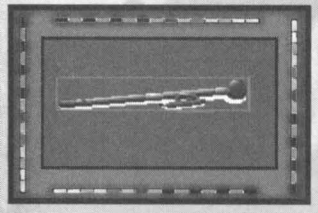
Longbow Defender

A bow that, with a successful hit, has a 50% chance of knocking your opponent back a few feet.



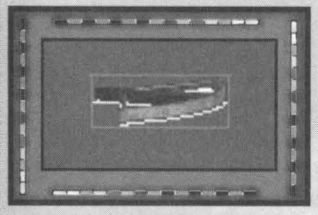
Net of Exile

A magical net that is good for one use and then disappears after banishing its target.



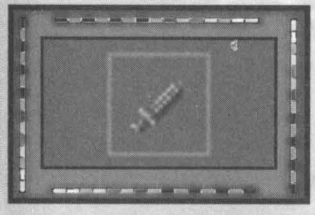
Rixx's Plasma Staff

This magical staff emits a stream of small plasma spheres. The spheres damage an opponent when used at missile range; at melee weapon range, the staff functions only as a rather poor striking stick. It is also good for lighting torches too.



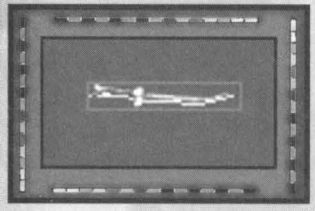
Crossbow Snare

A crossbow that has a 25% chance of briefly ensnaring your opponent in a sticky net. While trapped, your opponent is stunned.



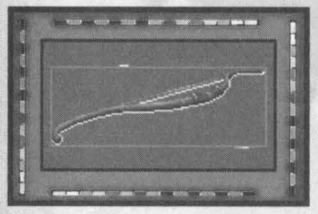
Dagger of Light

Place this weapon in your Melee Slot to create daggers of light hurtling through the air at your opponent.



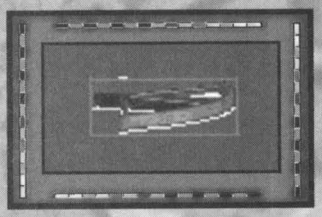
War Blade

Kityara gives you this blade after you return with the wax impressions of the Runes, or you can kill her and take it from her body. You *must* have this blade to gain access to the Second Sphere.



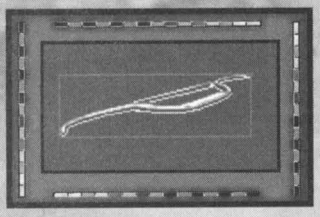
Longbow Shift

A magical long bow that alters its attack in combat to the type of attack best suited to that opponent. For instance, an opponent easily hurt by flames will receive a fireball attack, while one susceptible to lightning will receive a lightning bolt. Longbow Shift can deliver fire, lightning, and physical attacks. Unfortunately, if your enemy isn't susceptible to any of these three types of attacks, Shift won't fire at all!



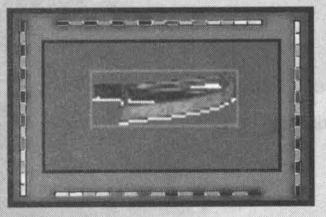
Crossbow Valkyrie

This crossbow fires a single fireball instead of traditional crossbow bolts.



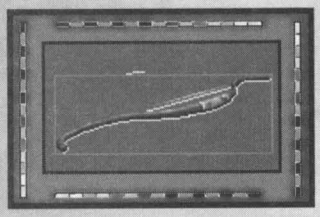
Great Bow Shard

This long bow fires shards of ice. When a shard strikes, it shatters into smaller shards, each one of which delivers damage to the target.



Crossbow Myriad

This crossbow delivers a hail of three bolts each time it is fired... kind of like having a crossbow on full-auto. Each bolt that strikes its target releases a Chain Spark Spell, causing additional damage and chaos.

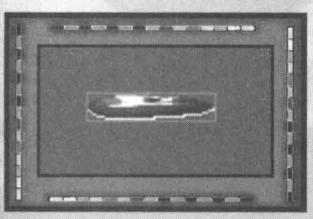


Dark Bow

This is a magical bow left by the Ancients with the power to drain health and magic from your opponent. When fired, it shoots an arrow at your nearest foe; when it strikes, blue and red spheres of health and magic flow from the enemy into you. The effect is similar to, if not as powerful as, the effects of the Great Sword Darkstorm.

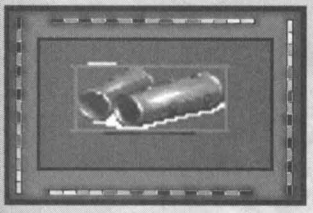
ARMOR

This is a list of the various types of armor with which you might be able to equip yourself.



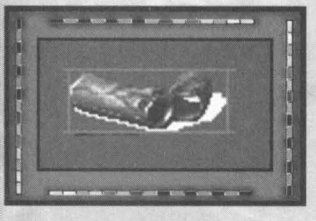
DEATH STROKE SHIELD

This is a magical shield that has a 50% chance of negating all damage to the wearer, but only if the damage you would have suffered would have killed you.



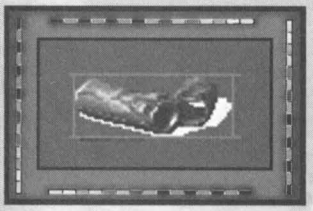
BRACERS OF VALOR

These are magical gloves that negate the deadly recoil effect of the War Axe Traitor.



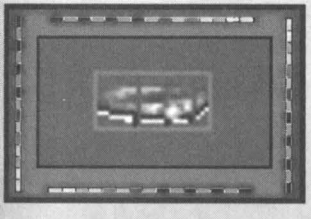
GAUNTLETS OF MIGHT

These are gauntlets that increase your strength.



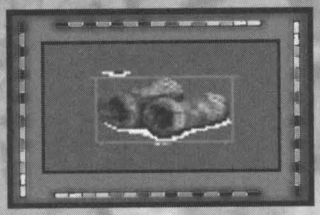
GARGOYLE BRACERS

These are gloves forged for the ancient Imp Lords. They reduce your magical cost for any Summoning Spell by 25%.



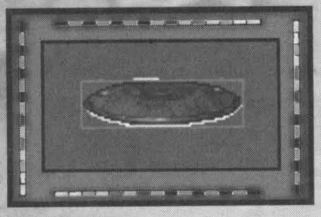
KIERAN'S CIRCLET

A headband that provides magical protection equivalent to a good suit of plate mail. You cannot wear the circlet while you're wearing other body armor, however.



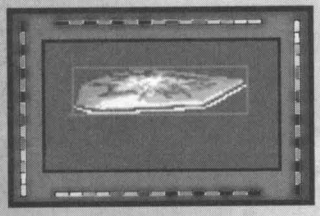
Stone Bracers

Gloves of stone that actually reduce your armor protection but also make you immune to all poison.



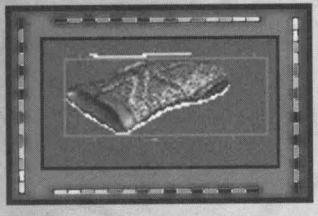
Coward's Target Shield

This magical shield makes the wearer invisible but also reduces his modified strength and protection to zero. If the wearer attempts any attack, he becomes visible for 10 seconds.



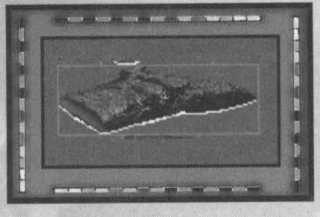
Fire Shield

This shield protects against damage from fire but is extremely susceptible to any damage caused by cold or ice.



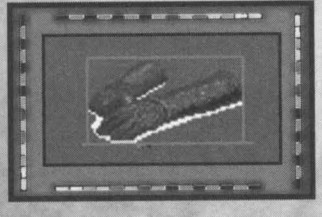
Reflective Plate Mail

This highly ornamental suit of armor provides little protection against physical attack but reflects spell attacks back at your opponent with half of their original strength. Unfortunately, this armor also makes the wearer a magnet for his own Chain Spark Spells.



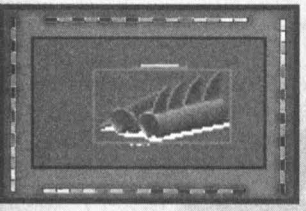
Dragonscale Armor

This finely-crafted armor of dragon scales provides some protection against attacks by Ancient Magic. If worn with Dragonfire Bracers, the armor bursts into flame, attacking both the opponent and you; however, the armor protects you from 75% of the damage inflicted. If Dragonscale Gauntlets are worn as well, the wearer is rendered invulnerable to the flame.



Dragonscale Gauntlets

These gloves protect the wearer from 25% of the fire effects of Dragonscale Armor. They also offer some protection against Ancient Magic attacks.

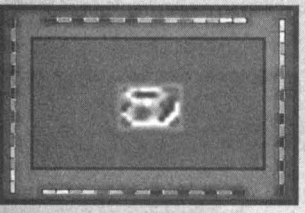


Dragonfire Bracers

These cause the wearer to burst into flame, attacking opponents in melee combat range. If you're wearing only the bracers, you suffer the same damage as your opponent. If you're also wearing the Dragonscale Gauntlets, you suffer 75% of the damage from the attack; if you are wearing Dragonscale Armor, you receive 25% of the damage.

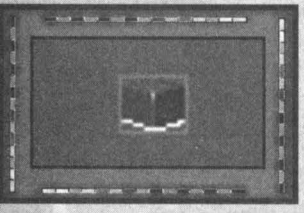
SPELL DEVICES

These items can be used with specific spells and magical effects.



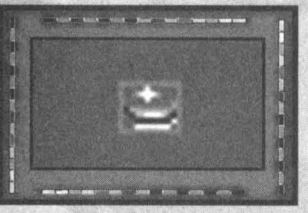
Ring of DrakeFire

This magical ring, when worn alone, turns all Spark Group spells into the group Fire Spark. If worn with the various Dragon pieces of armor, you can cast the Fire Spark spell at half the usual magic point cost.



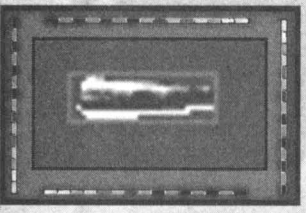
Stone Cube

Use this magical cube to create a stone wall.



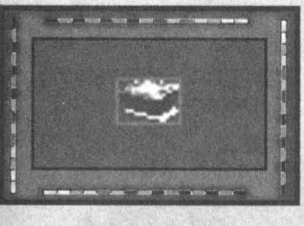
Ice Cube

Use this magical cube to create an ice wall.



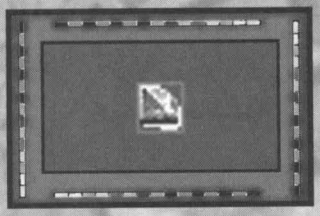
Fire Crystal

Use this crystal to throw a deadly fireball.



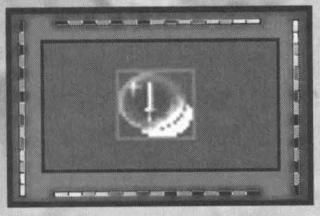
Lightning Crystal

Use this crystal to hurl a lightning bolt.



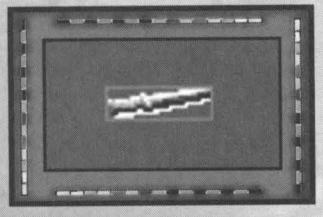
Storm Crystal

This crystal can summon a storm. It's the most powerful magic in the Lands, if your opponent is susceptible to it.



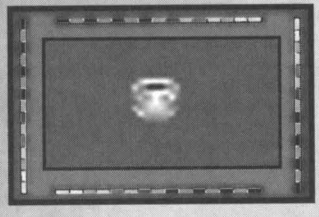
Guardian Orb

When used, this orb summons a magic sword that strikes one opponent with terrible damage before it vanishes.



Stroke Dagger

You can only throw this dagger once, but when you do, it becomes a triple-strength lightning bolt.

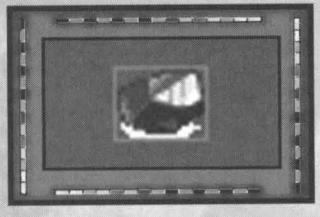


Ring of Regeneration

If you are killed while wearing this ring, you will be immediately regenerated. The ring then disintegrates.

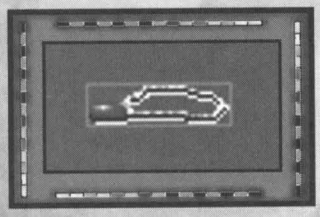
Protection Items

These magical artifacts can protect you from harm.



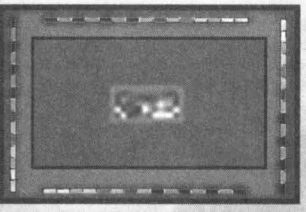
Dragon Gem

Taken from the gemstone found in a dragon's heart, the Dragon Gem is worn as an amulet to help protect you from physical attack.



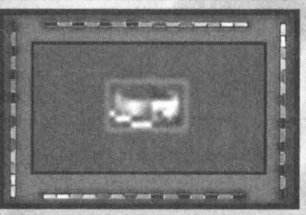
Colim's Amulet

Colim's amulet provides limited protection from hostile magic. It's especially useful for blocking attempts to drain your magic.



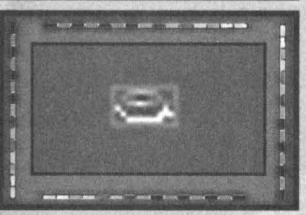
Bezoar's Ring

This ring protects you from Lesser Poison.



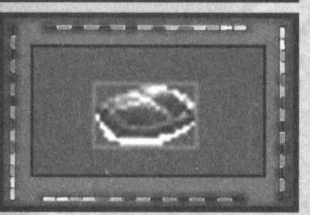
Greater Bezoar's Ring

This ring protects you from Greater Poison.



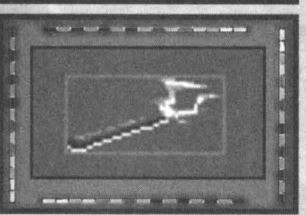
Catring

This ring halves the damage you suffer after taking a fall. It will not, however, enable you to fall further.



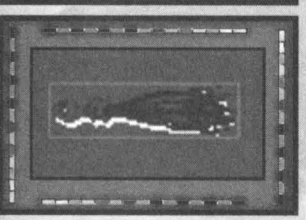
Jeweled Scarab

This artifact protects you from the effects of Ancient Magic and reduces damage.



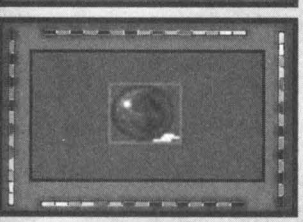
Iron Rod

Like a lightning rod, this device protects you from electrical attacks.



Kenneth's Charm

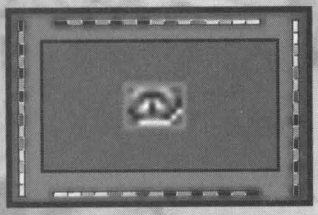
This charm gives you some protection from both physical and magical attacks and also increases your strength; very powerful.



Power Orb

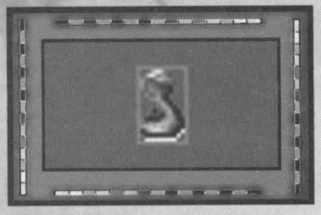
This artifact increases your total hit points by 10%, although if it is removed while all you have left is that extra 10%, you will die. This artifact is primarily useful as an item of trade—to Kityara for the Sword Firestorm or to Rashar as payment for reforging Thohan's Broken Sword.

OTHER ITEMS



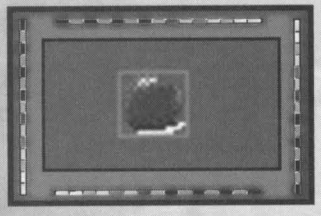
KELEN'S RING

If you strike bare-handed with this ring, the blow causes the damage of a tiger's claws; you'll also hear a loud snarl. This item is very beneficial when you're the lizard.



STONE OF THE COBRA

This amulet cuts your recovery time from melee weapon and missile damag in half.

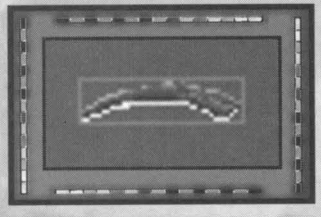


VEL'S FRUIT

These red pieces of fruit negate the effects of any poison.

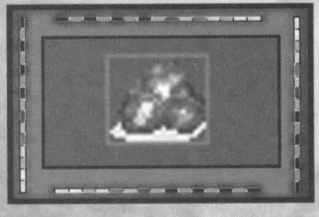
INGREDIENTS, HERBS, AND COMPOUNDS

You'll find various interesting bits of stuff, some of which have curative or other powers, and some of which can be used in combination with other substances.



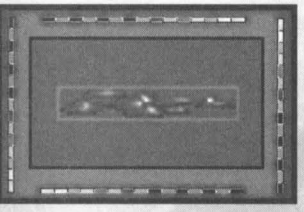
ALOE LEAF

This leaf heals 5 points of damage.



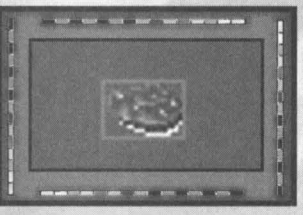
CAVE ALOE

Cave aloe heals 5 points of damage.



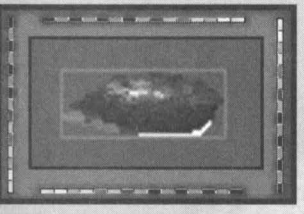
Ironwood Sap

Ironwood sap has no effect by itself.



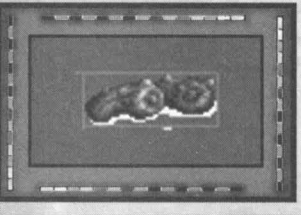
Amber

Amber has no effect by itself.



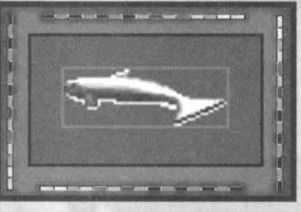
Venom Sac

Taken from a dead lamplight, this poison sac, if ingested, has a 5% chance of causing Greater Poisoning or a 20% chance of causing Lesser Poisoning.



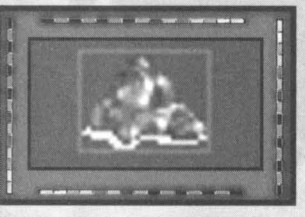
Lamplight Eggs

Usually recovered from the lair of the Lamplight Queen, these eggs give you low-light vision for 1 minute.



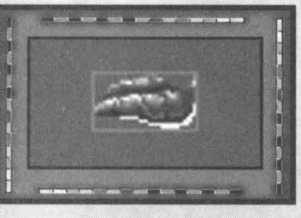
Brook Flounder

A fish that, when eaten, gives you an eye in the back of your head for 1 minute.



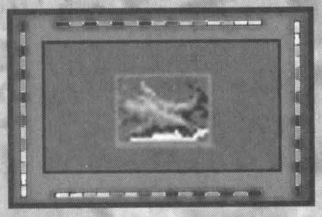
Gorgonite Nodules

A mineral that, when used, has a 5% chance of morphing you to beast form for 1 minute.



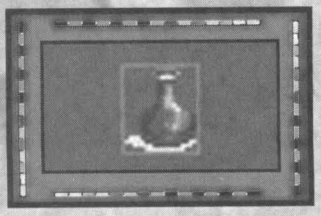
Silverleaf

Silverleaf gives you 5 Magic Points.



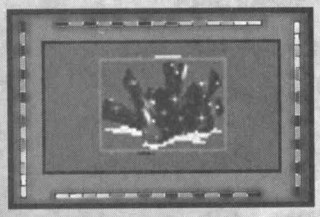
Mandrake Root

When used, this root knocks you out for 5 seconds. While you are unconscious, your Protection is reduced to zero, and you won't wake up during an attack. However, it also increases your Magic by 20 points and your Health by 40 points.



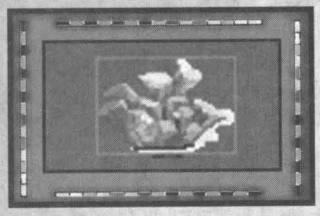
Amaranth Serum

Amaranth serum has no effect by itself.



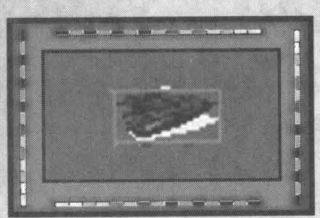
Tar Crystals

A tar crystal has no effect by itself.



Rainbow Sulfite

This mineral, when used, has a 5% chance of causing you to morph to lizard form.



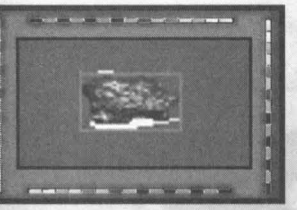
Black Lichen

Black lichen heals you for 20 points.

Pharmacological Combinations

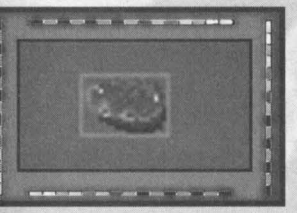
The following items can be created by blending various elements and herbs.

Warning! This section tells you what items can be mixed with other items in order to create new magical compounds. If you'd rather figure out the combinations and their uses for yourself, don't read further in this chapter!



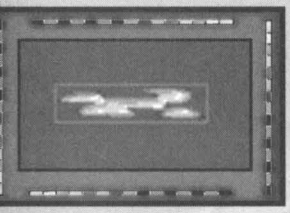
Arrant Prac

The technical term for any combination of ingredients that doesn't result in something useful. Also known as a yucky mess.



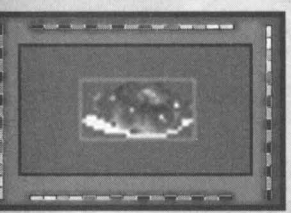
Champion Stone

Champion stone is made by mixing Ironwood Sap with Amber, or it can be found in various hidden places. It increases your Strength by 20 points for 1 minute. It enables you to use Reamer of Great Orc.



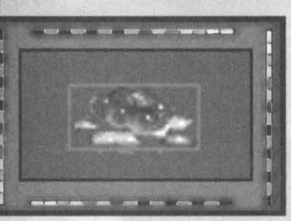
Poison Paint

This is created by mixing a Venom Sac with Lamplight Eggs. If ingested, it causes Lesser Poisoning. If rubbed on your weapons, it adds a Lesser Poison attack to your blade attacks.



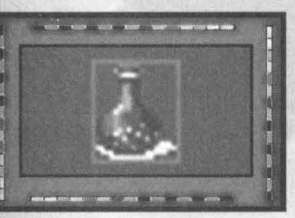
War Cluster

This is made by combining Venom Sacs with Amber. It increases your Hit Points by 20% for 1 minute. If it wears off while you're still within that danger zone, you die.



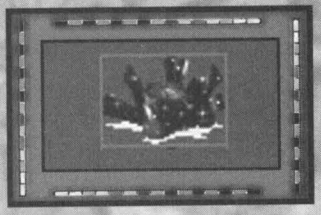
Force Pod

Mix a Poison Paint with a War Cluster to get a pod of Ancient Magic. It acts like an Ancient's Stone.



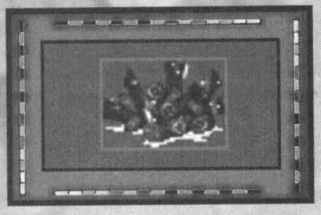
Larkhon Vapors

Combine Silverleaf with Amaranth Serum and you can use the vapors to knock out the terrible Larkhon. You *must* accomplish this at one point in the game in order to reach the Citadel of the Ru-loi. This also knocks you out for a few seconds, but with no beneficial effects.



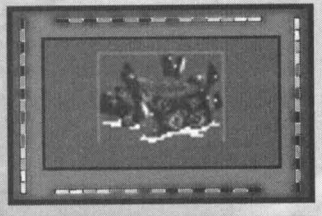
Death Sac

Mix a Venom Sac with Tar Crystals. If you ingest it, you suffer Greater Poisoning. Apply it to your weapons to add Greater Poisoning effects to the damage they cause.



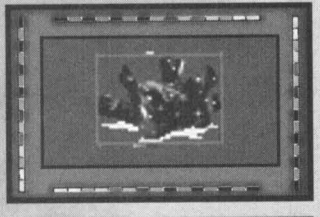
Acid Sac

Blend Lamplight Eggs with Tar Crystals to create this compound. When thrown at an opponent, it reduces your opponent's hit points and combat points by 25% for 15 seconds.



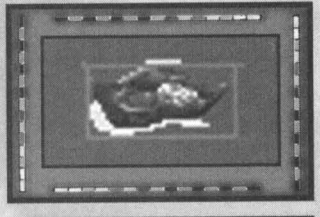
Pod of the Changeling

Mix a Champion Stone with an Acid Sac to create this magic pod. It transforms you into a Mega-beast for 1 minute. Causes no effect if you're the Beast.



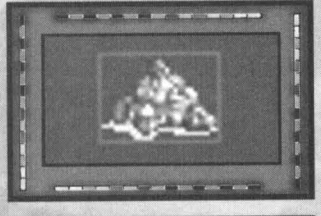
Pyra Pod

Mix Tar Crystals with a Mandrake Root, and you can change Spark Group spells to Fire Spark spells for 2 minutes.



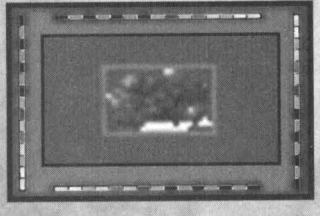
Mana Foil

Made by blending Silverleaf with Rainbow Sulfite, this compound increases your Magic Points by 50.



Mind Cluster

Mix Gorgonite Nodules with Rainbow Sulfite and you can use psychic detection. This reveals the entire automap of the current level, including secret areas!



Stone of the Gorgon

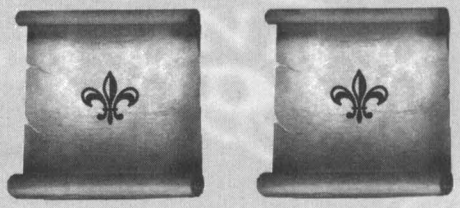
Combine Black Lichen with Gorgonite Nodules. When the Stone of the Gorgon touches an opponent, the opponent is turned to stone.

Chapter Three

Spells and Magic



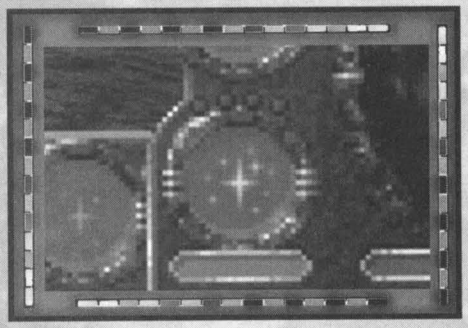
This is an Imp Chapter. It contains information about the various magical spells you'll encounter and how to use them. Reading this chapter can give away some of the suspense of the game.



This chapter describes the various types of magic and spells found in *Lands of Lore: Guardians of Destiny* and tells you something about how they're used. You start the game with only two bits of magic—a Level 1 Healing Spell and a Level 1 Spark Spell. You'll improve with practice, though, and along the way you may acquire scrolls that give you new spells to try out or instructions on how to use them.

SPELL GROUPS

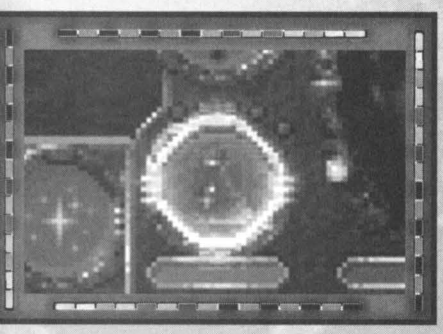
There are six basic types of magical spells encountered in *Lands of Lore: Guardians of Destiny*. Each type is known as a *Spell Group*. Each group possesses five levels.



SPARK GROUP

These spells result in electrical effects directed at the target. Select the spell group and either left-click the icon, or target an opponent or piece of the scenery and then right-click or press S to launch the attack.

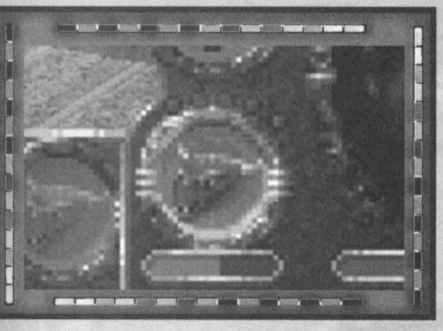
- Level 1: Lesser Spark
- Level 2: Greater Spark
- Level 3: Chain Spark
- Level 4: Lightning
- Level 5: Lightning Storm



Healing Group

These spells enable you to heal yourself. Select the spell, and left-click or press S to activate it.

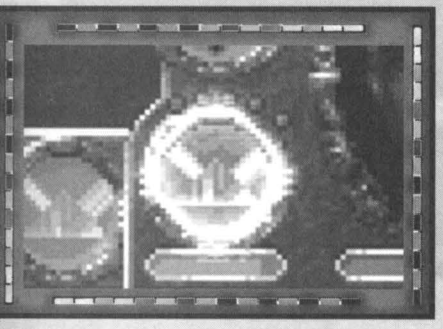
- Level 1: Lesser Heal
- Level 2: Damage Shield
- Level 3: Poison Shield
- Level 4: Greater Heal
- Level 5: Regenerate



Summon

Three of these spell levels conjure up magical entities of increasingly powerful stature and direct them at your enemies. The Banish spell dispels certain entities sent to attack you.

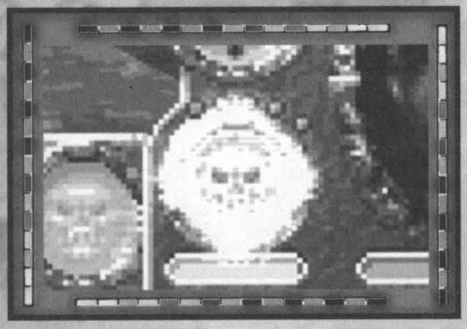
- Level 1: Imp
- Level 2: Greater Imp
- Level 3: Ancient Imp
- Level 4: Imp Lord
- Level 5: Banish



Prism

These spells involve magically controlling light in various ways to blind or confuse the enemy.

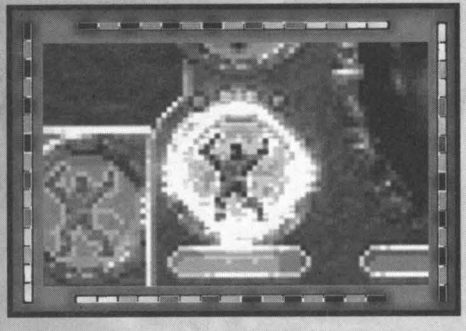
- Level 1: Blind
- Level 2: Invisibility
- Level 3: Hologram
- Level 4: Sunray
- Level 5: Trinity



Mists of Doom

These spells are related to other-worldly effects involving specters and ghosts. Summon up these phantoms and direct them at your foes!

- Level 1: Lesser Apparition
- Level 2: Greater Apparition
- Level 3: Ghost
- Level 4: Spectral Phantoms
- Level 5: Lich



Control Curse

These spells are very specifically linked to the curse that Luther bears. To acquire them, not only must you have enough Magic Points, but you must be instructed in their use. Dawn starts things off by giving you a Dampen Charm in the Monastery, which helps you *stop* a change when it is imminent. Later, you may have the chance to be instructed on how to use other spells in the group.

Learning how to control and expel the curse is vital for the successful completion of the game.

- Level 1: Dampen Change
- Level 2: Change to Human
- Level 3: Change to Lizard
- Level 4: Change to Beast
- Level 5: Expel Curse

An Ancient God Speaks

A word about the spells you'll acquire for controlling your curse.

As a human, of course, you'll eventually be able to deliberately change into either a lizard or a beast. And your lizard form, although poor at handling weapons, is quite good at throwing spells. He can change back into a human easily.

The poor beast, however, has no magical ability at all. Once you become a beast, you're stuck in that form until the curse changes you back!

Stones of Ancient Magic

From time to time as you explore the world of *Lands of Lore: Guardians of Destiny*, you'll find a cache of one or more Stones of Ancient Magic. These are extremely powerful and valuable artifacts, for each one gives you an extra, fifth level of spell-casting ability.

To acquire this fifth level, use (right-click) the stone over Luther's portrait. The window showing your spell group will acquire a red, glowing halo. Move the cursor over the magic window, and you'll see how many charges of ancient magic you currently possess—up to a total of nine.

The fifth-level spell for each group is listed below.

Spark Spell Group, Fifth Level: Lightning Storm

Like the Level 4 spell in this group, only more so.

Healing Spell Group, Fifth Level: Regenerate

You're back...from the dead! You've got to be quick with this one though.

Summon Spell Group, Fifth Level: Banish

The targeted monster will get taken…elsewhere.

Prism Spell Group, Fifth Level: Trinity

Just try it!

Mists of Doom Spell Group, Fifth Level: Lich

You get turned into an invulnerable, undead lich for a few moments.

Control Spell Group, Fifth Level: Expel Curse

At last! You can get rid of this curse!

An Ancient God Speaks

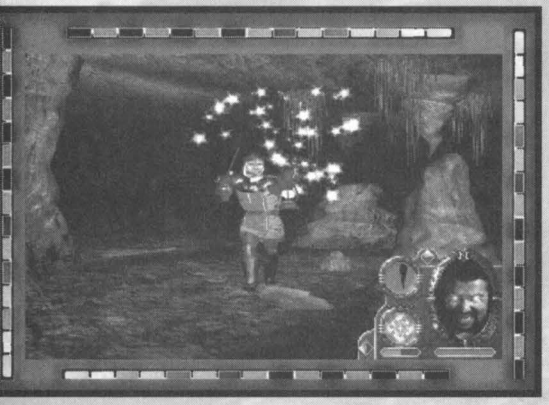
It's a good idea to charge up with Ancient Magic Stones as often as you can find them, and if you've already charged up with nine of them, have some more in your inventory as spares. They are especially useful against Belial and some of the really tough monsters at the end of the game.

Later in the game, you can pick up or learn how to make two important magical ingredients—War Cluster and Poison Paint—which can be combined to make a Force Pod. Using a Force Pod boosts your ancient magic in the same way that an Ancient Magic Stone does. You would be wise to stock up when you get the chance!

You must be able to use a Level 5 Control Spell to expel your curse at the end of the game. Fortunately, you'll get them all when you reach the Mantle of the Ancients.

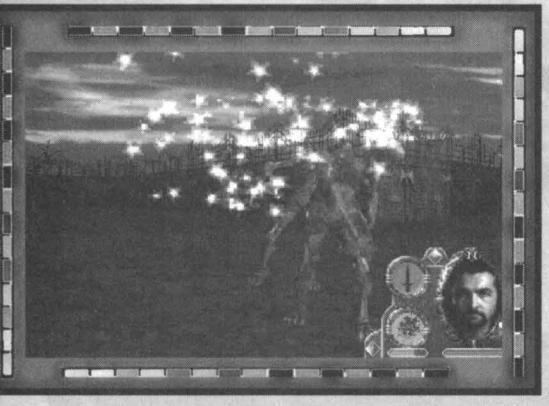
SPELL EFFECTS

The following are the effects caused by unleashing the various spells at your command. Each is described so that you'll recognize it when you see it.



LESSER SPARK

A burst of electrified particles attacks your opponent or the object you're aiming at. It can kill a human opponent, knock down rocks, or blast open holes in thorn walls or other obstacles. This first level of the Spark Spell Group is one of the two spells you already know when you start the game.



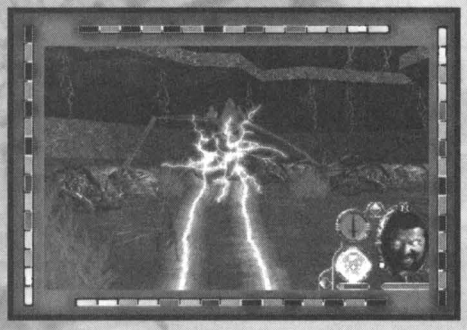
GREATER SPARK

Greater Spark is the same as the Lesser Spark, but it releases several sparks.



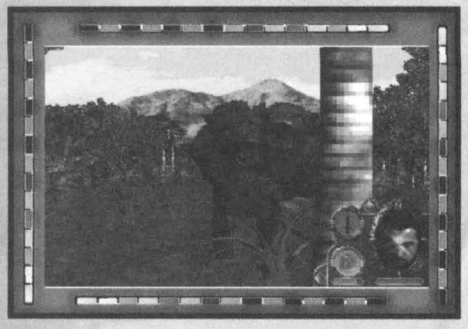
CHAIN SPARK

This is the effect generated by the third level of the Spark Spell Group. A sphere of electricity fires through the world, ricocheting off the walls and objects.



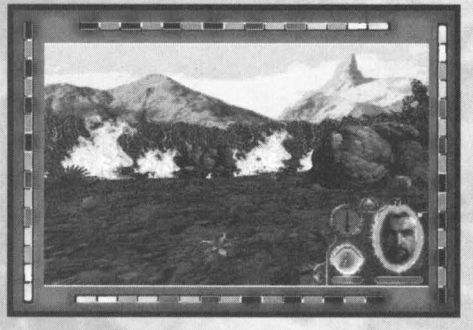
Lightning

A bolt of lightning appears at the bottom of the screen and arcs up to strike your opponent. This effect is seen with the highest level of the Spark Spell Group and is also associated with certain magical items, such as Lightning Crystals.



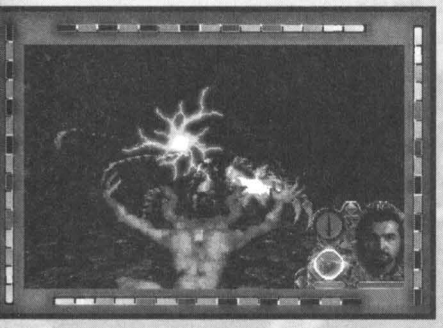
Healing

These spells are directed against yourself to restore you to health after taking damage. You'll see a flash of light on Luther's portrait and hear a chord of heavenly music, and your health will be magically restored. You begin the game with the first level of this Spell Group.



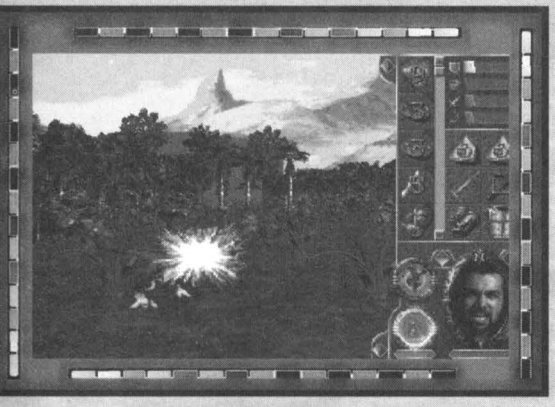
Poison Shield

This spell is directed at yourself. A halo of green light appears around Luther's portrait as the effects of poisoning are prevented or cured. Stays up for 30 seconds.



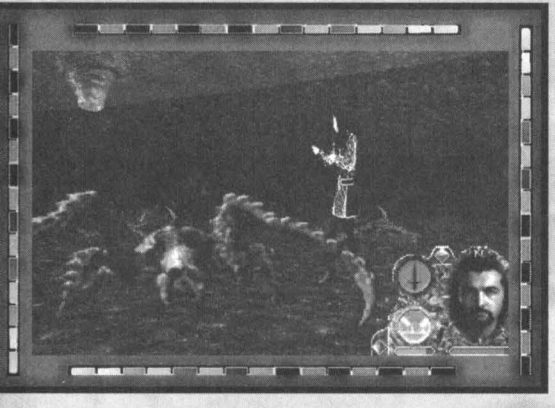
Summon Imp

A flash of fire and smoke appears, clearing to reveal an Imp who will attack your foes. Depending on the level of Summon Spell employed, your supernatural ally will be an Imp, a Greater Imp, an Ancient Imp, or an Imp Lord. If its use is inappropriate, the creature will ask why you summoned it, then vanish.



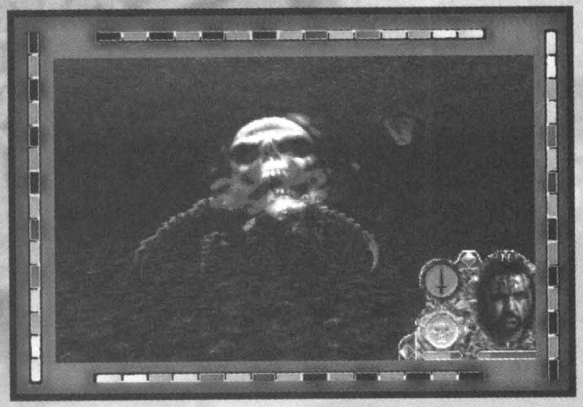
Blind

A brilliant pulse of light strobes on your opponent. It temporarily stuns your foe, enabling you to strike or flee.



Create Hologram

This is a useful spell effect from the Prism Spell Group that creates a perfect replica of yourself. It doesn't move, but it might distract any hostile enemies or hungry monsters in the area and give you a chance to slip away. This works best with invisibility.



Mists of Doom

With each increasing level of the Mists of Doom Spell group, increasingly numerous and terrifying ghostly apparitions appear and attack your foe.

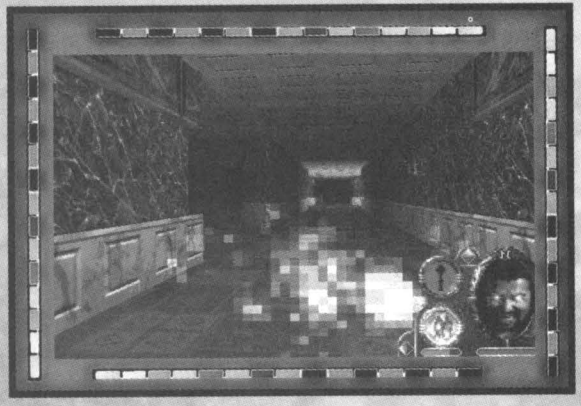
Damage Shield

A blue halo appears around Luther's portrait. While the spell lasts, you will have 50% resistance to physical and marginal attacks.

Other Magical Effects

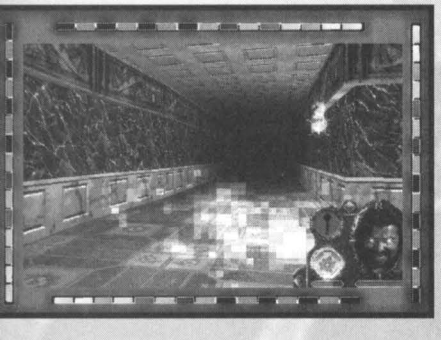
The following are some of the magical effects you may encounter as magic is unleashed in the world of *Guardians of Destiny*. Most magical effects manifest in one of two ways; a major effect if your attack was successful, and a minor effect if it was blocked somehow—by your opponent's defenses, by a magical dampening effect, or simply by a turn of bad luck with the percentages used to calculate success for each attack.

Each effect is described so that you can figure out just what you're seeing on the screen as you unleash your magical assaults—or when particular magical attacks are launched against *you*.



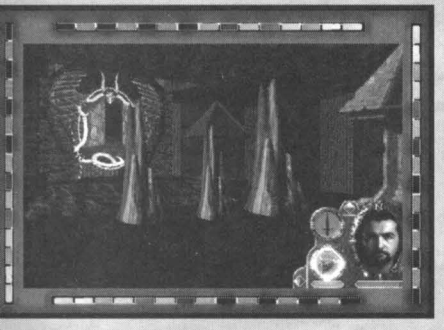
Fire Fizzle

This is a puff of flame. You'll see this any time you successfully use a fire-oriented spell, but for one reason or another the major spell effect is blocked.



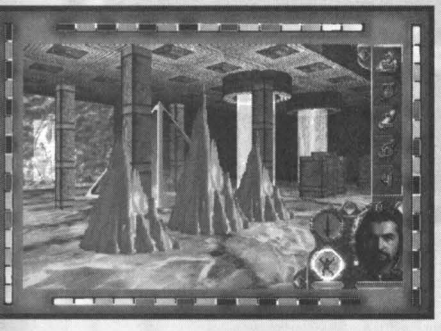
Electrical Fizzle

This is a small fizzle of electric sparks moving from the bottom to the center of the screen. You'll see it if you successfully use an electrically oriented spell, but for some reason the major effect is blocked.



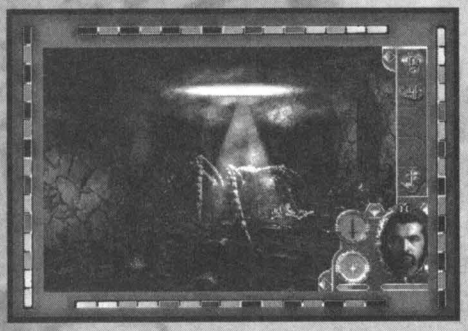
Stone Wall

The ground before you splits open, and a slab of solid rock grows up out of the earth. The rock can be destroyed by bashing at it for a long while with physical weapons, but it is otherwise permanent. The effect is created by using a magical Stone Cube.



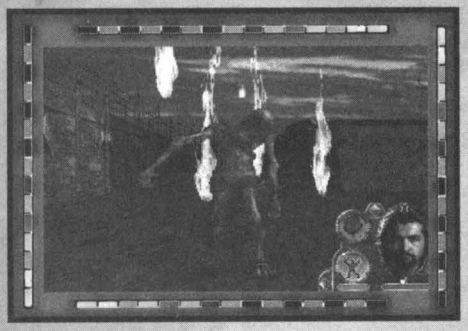
Ice Wall

The ground before you splits open, and a slab of ice emerges from the earth. A pillar of solid ice appears. The effect is created by using an Ice Seed. The ice can eventually be broken by physical blows and melts quickly when exposed to heat.



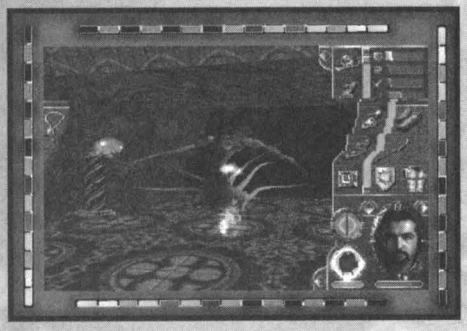
Storm

This magical storm begins as a rushing vortex of fog that whirls around above your opponent, gathering dark clouds as it builds. The vortex flares red and consumes your opponent. This is one of the most powerful magical effects in the game, and it will either kill your opponent or fizzle out if the enemy is too powerful.



Firestorm

Fiery bolts strike from the sky, setting blazes everywhere, inflicting terrible damage. This is the spell unleashed by the Great Sword Firestorm.



Rapid-Fire Fireballs

Rapid-Fire Fireballs are a stream of small fireballs flying toward your target. This effect appears when you use the Crossbow Noble Valkyrie.



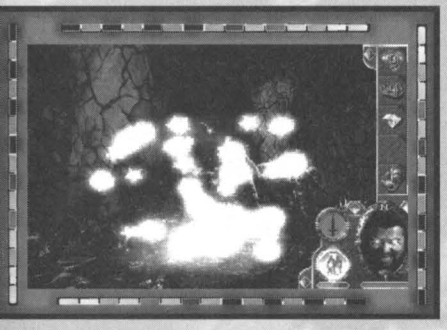
Magic Drain

Several pulsing, blue spheres of energy flow into you from your opponent, and your magic levels grow. You'll see this if your Magic Drain was completely successful. The effect can be invoked by Dark Bow and the Great Sword Darkstorm.



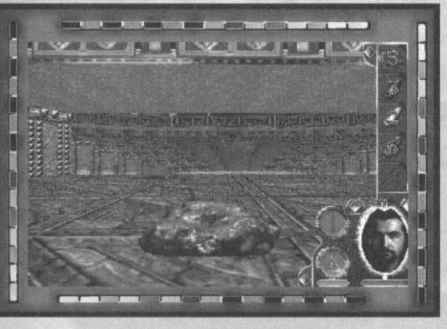
Guardian Orb's Sword

A spectral blade sweeps across your field of view, striking your opponent before vanishing. The effect is linked to the magical item called the Guardian Orb.



Fiery Explosion

This is a flash of flame and smoke that causes considerable damage to whatever might be nearby. This effect is generated by numerous devices and spells. The crates of explosives in the Dark Halls can be made to explode and damage the attacking Shades, or to blast holes through walls, locked doors, and bricked-up windows. There are different sizes and severities associated with this item.



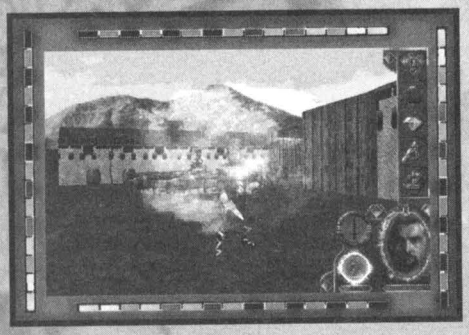
Petrify

Your opponent temporarily transforms into a solid stone statue. The effect is caused by the magical Stone of the Gorgon.



Acid

A spray of transparent acid douses your target, temporarily reducing your opponent's protection and causing damage.



Fireball

This is a churning, rolling sphere of fire. It is created by certain magical items, notably a Fire Crystal, and is a potent weapon.

Poison Cloud Trap

Found in the Hive Caves and elsewhere, this item randomly emits a cloud of poisonous vapor.

Health Drain

You see a small group of red spheres moving from your opponent to you... or from you toward your opponent, if you are the one being attacked. You can unleash this effect with certain weapons, such as Darkstorm.

Plasma Sphere

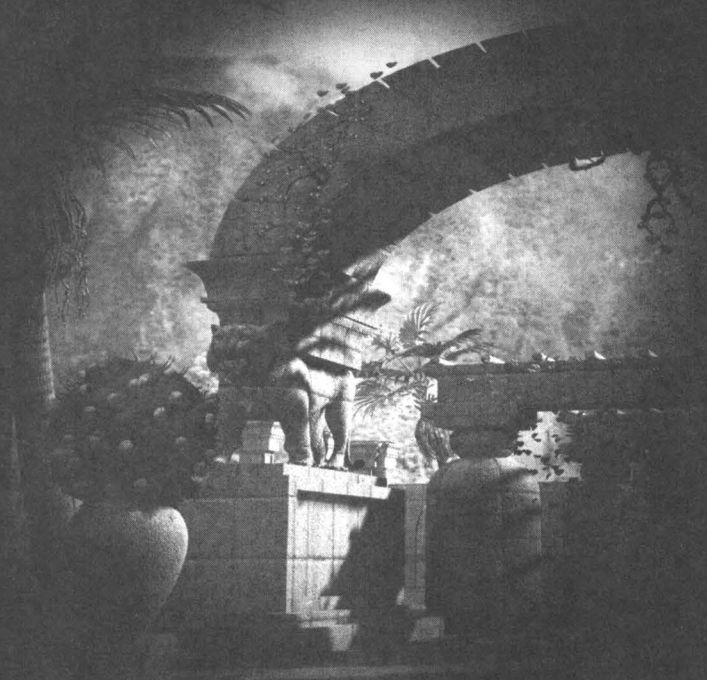
A bright, pink sphere of plasma drifting through the air. It is created by certain weapons and spells, including Rixx's magical staff and the magic of the Ru-Loi.

NOTE: Now you have all the background you'll need on the equipment you can find (Chapter 2) and the spells you can learn as you make your way through the world of Lands of Lore. Of course, you still have no idea where these items can be found, or how to get them. For that, you're going to have to do some exploring.

If you need some help figuring out where to go or what to do, check the following chapters, beginning with some hints and tips for getting through the First Sphere.

Chapter Four

The First Sphere: Hints and Tips



This is a Demigod Chapter. It contains hints and tips, ranging from vague to fairly detailed. Reading the more specific clues in this chapter can give away a lot in the way of game secrets and surprises. In addition, reading the entire chapter will give you a good idea of where you must go and what you must do to complete the game. Do NOT read this chapter all the way through if you want to preserve some of the mystery and suspense of the story.



This chapter covers the eight specific areas you'll encounter within the First Sphere of *Lands of Lore: Guardians of Destiny*. A list of hints is provided for each major problem. The earlier hints in each series are deliberately vague; as you move down the list, though, they become more direct and specific. Use a 3x5 card or a piece of paper to cover up the lower hints for each section if you want to solve the puzzles with a minimum of help. While this list is fairly comprehensive, be aware that we haven't told you *everything* that you might encounter. Watch your step!

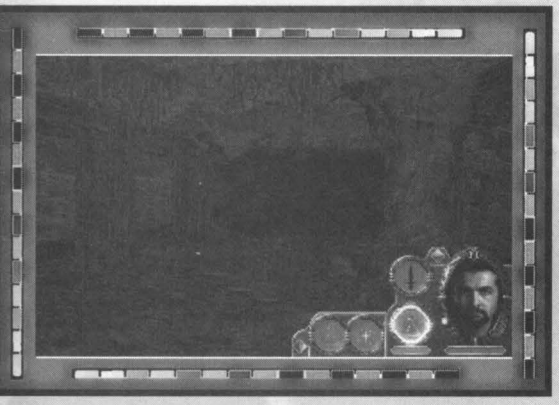
THE FIRST SPHERE



You'll begin the story after having escaped from the dungeon of Gladstone Castle. Your character, Luther, has no weapons and little hope—nothing at all, in fact, but this bizarre and terrible curse that periodically and without warning transforms him from human form into either a lizard or a hideous, lumbering beast.

One being, however, may hold the answers Luther needs. The Draracle, last of the Ancient Gods remaining in this world, might hold the key to Luther's salvation. To reach him, you must make your way north through the Caverns of the Draracle.

And... oh, yes! The Gladstone Castle Guards are in hot pursuit.



The Draracle's Caves

The caverns run north, with few turnings or detours. Arrows scratched on the cavern walls show you which way to go. Simple, right?

The First Few Steps

- Which way were you supposed to go?
- Which way *can* you go?
- There are a few things outside the caverns that might help you later on. Experiment. See what you can pick up.
- You'll find you can break off a piece of green crystal from a stalagmite.
- Some cave aloe is behind some bushes near the water.
- The crystal can be used as a crude weapon. The aloe, if you right-click it over your portrait, will heal some damage. Don't use it until you've been hurt, or you'll waste it!
- Try heading north.
- Do *not* try following the guard to the cave entrance, toward the west. You are killed if you do.
- The dancing sparks of light are an additional clue. Click on them and they fly in the direction of the Draracle.
- At some point, you'll find a large boulder blocking your path, and a second tunnel to your right. As you pass through the right-hand tunnel, you experience your first morphing into either a lizard or a beast.
- If you turn into a beast, you're too big to fit through the tunnel. Go back to the boulder, and push it aside. If you turn into a lizard, you can keep going through the low-ceilinged tunnel or return to the other path and go around the boulder.

Your First Combat

- Through a slit in the cave wall, you may witness a short conversation between two of the pursuing guards. You must get past one of them to continue.
- Should you fight or run for it?
- The decision is pretty much up to you.
- You can simply rush past the guard. If you're still in lizard form, this won't be hard.
- You can attack the guard. If you're still in beast form, this won't be hard at all. In fact, the hard part might be *catching* him.
- If you're back to human form, you can run or you can fight.
- Did you grab one of those green crystal stalagmites earlier? One of those makes an adequate, if desperate, weapon.
- If you choose to fight, wade in close, target the guard, and hit him as quickly and as many times as you can. If your health begins dropping too quickly, back off and run.
- If you picked up some cave aloe earlier, you can heal some of your damage when you get the chance.
- If you manage to kill the guard, don't forget to click on his body! You can pick up a short sword and a shield—weapons infinitely more effective than that sliver of green stone!

To the Pillars and Beyond

- The tunnel runs past a lake.
- A side passage to the east leads to a circular grotto with several waterfalls and a central pool.
- One of the waterfalls can be useful if you're being pursued by a guard.
- Try using magic on a stalagmite above a waterfall. The resultant flood washes the guard away.

- A pool beyond the waterfall heals you if you click on it after being injured.
- You may be able to recover some items after the flood.

An Ancient God Speaks

Check carefully in places like this grotto. You may find access to unexpected passages, and you may find items that will aid you.

- Go back to the main passageway and head north.
- Oops! Your way is blocked by those massive, square stone pillars. And the guards are coming up fast behind you!
- You want to go forward, into that room beyond the pillars.
- There's no special secret, no secret doors or switch.
- Move close to one of the pillars, click and hold on the side, and *drag*. You can shove the pillar to one side and get through.
- A guard comes through after you. You can fight him, or you can run.
- Parts of the chamber's ceiling are loose. Look for a pillar worn through near the bottom where a well-timed blow—when the guard is coming through the pillars behind you—might bring part of the cavern's ceiling down on your pursuer.
- There are pools of flammable liquid on the floor. Try using your spark spell on one when your enemy is standing in it.

The Old Orc's Cave

- You've got a choice here. Left or right?
- Both paths eventually lead to the Draracle.
- You might want to try finding some better equipment. There are useful items through the passage to the right.
- The right-hand passage beyond the pool opens into a maze of tunnels. If a guard follows you through, you may need to fight him. Remember your magic!

- Click on the wooden doors you find to open them.
- One room contains an ancient orc, near death. Click on him to hear him speak.
- If he falls asleep, click on him again.
- What did he say before he died? Something about a present left here for you?
- Search through the caverns. Where might something be hidden?
- Look for a room with a number of crates on the floor.
- The crates provide a clue as to where something might be hidden.
- Look up. Do you see something like a ledge high up on one wall?
- It's out of reach. How can you get up there?
- Try clicking and dragging on the crates. They move!
- Try stacking the crates on top of one another, just below the ledge.
- Your stack doesn't have to be pretty. Try jumping as you move forward to climb the crates. You should now be able to reach the ledge.
- Two orc maces and a shield were left up here for you.

The Fire Cave

- Whether you go left or right at the branching, you eventually enter a large cavern with a central pit and several burning pools.
- You can circle the pit to the left or right. You can also enter the pit down a steep ramp on the west side.
- Nothing much down here... except for one hell of a big cockroach.
- You're best off running through this area as fast as you can, and *not* hanging around to play with the bugs!
- If you do find yourself facing a cockroach the size of a living room sofa, your orc mace, if you have one, is a good weapon to use.

The Draracle

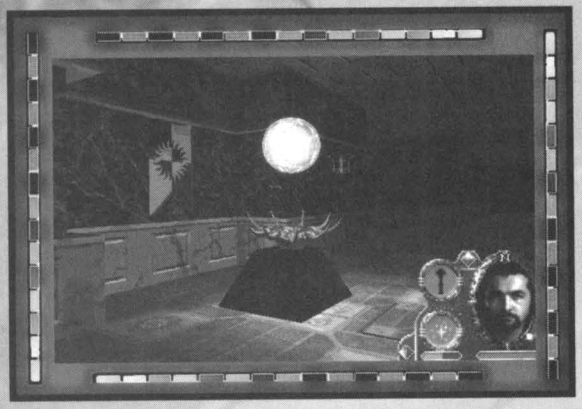
- Beyond the Fire Cavern is a passageway leading to the Draracle. At last!
- Cross the bridge and push open the door. Quickly! Kenneth and his guards are close at your heels!
- The Draracle lets you stay and orders the guards to leave. You've won this round! Listen to the conversation between Luther and the Draracle. He tells you to equip yourself, then take the Shining Path to the Southern Continent. A feline race living there may be able to help you.
- When you leave the Draracle's presence, you'll have a choice. You can go back the way you came and meet the Draracle again. He won't be pleased to see you again so soon. If you try to talk to the Draracle a third time, you can listen in on another conversation between the ancient oracle and a human woman named Dawn.
- You can go straight ahead down the corridor. A room with a living skeleton, one of the Draracle's guards, has some items for you on a table. Take the items.
- At this point, you can continue straight ahead. A control on the wall opens the way to a mirror and the Shining Path. Step through to be teleported to the Southern Continent.
- You *can* choose another path instead.
- If you can find the entrance to the Draracle's Museum, you can equip yourself with some *very* impressive weapons.

To Complete this Level, you *Must*:

- Go north through the caves
- Push a pillar aside to get through to the room beyond.
- Open the door at the other end of a bridge to reach the Draracle.

An Ancient God Speaks

I know you're anxious to get on with it. But before you plunge ahead, pause a moment and consider. How well prepared are you? A suit of chain mail and a "fine long sword" can only get you so far. The Draracle didn't tell you that the sword is more ornamental than any thing else, did he?



The Draracle's Museum

First you have to find the place. Actually, you don't need to enter this section at all. However, for the challenges and tests you'll soon face, you're going to need all the help—including powerful weapons—that you can lay your hands on, and the Draracle's Museum is the place to get it.

Finding the Museum Entrance

- You can try to find the hidden entrance to the Draracle's Museum.
- Besides the mirror, is there any other interesting or unusual feature in the room?
- Could there be something behind the tapestry?
- Touch the tapestry.
- Are you sure there's nothing behind it?
- Touch the wall. A way through appears to you.

Your First Discovery

- You're in a long hallway, and the door has just closed behind you. You're trapped and need to find another way out.
- Can you find anything worth taking?
- Pay attention to the walls.
- Near the end of the hallway, check to your right.

- A triangular artifact—a Skeleton's Key—is in a receptacle on the right wall just before you enter the main museum hall.
- Take the key. It's vital to completing this level.

The Skeleton Guards

- The skeleton guards will stop you if they can.
- They also have the annoying habit of stealing some of your possessions.
- Your best weapon against the skeleton guards is an orc's mace.
- If a skeleton attacks, then runs away, it's a fair bet that he's snatched something out of your inventory—most likely your Skeleton's Key.
- If your Skeleton's Key is stolen, you'll need to track the culprit down, smash him to bone chips with a mace, and get your key back. You can't leave the Museum without it!

Exploring the Museum

- Explore the Museum carefully, checking out all of its corridors and rooms.
- Use your automap feature frequently to keep track of where you are.
- Remember to use the spike on your automap feature to leave notes for yourself, marking important places along the way.
- Some Museum exhibits have a pedestal with a triangular recess. Click your Skeleton's Key on the recess to activate a voice telling you about the exhibit.
- The major problem throughout this level is the periodic encounters you'll have with skeletal guards. Often they won't notice you, but if you come face–to–face with them, they attack—or try to steal your Skeleton's Key and run with it.
- Here and there on your wanderings you will see large ceramic vases on the floor. Some are hiding artifacts.
- Smash the vases. Some contain ivory chips that you can use later. They also give you additional mana if equipped
- A few of the exhibits present dangers of their own. Save frequently!

The Axe of the Long Arm

- This exhibit can trap you.
- To avoid being trapped, move toward the axe, click on it, then back out fast, before the platform vanishes.
- If you do fall into the pit, you can still get out.
- There's a lizard-sized passage to the west.
- This passage leads to another of the Museum's secrets.

The Museum Orb

- Touch the orb at the entrance. You hear a voice telling you about the Museum.
- Is there anything else about the exhibit that looks unusual?
- Look on the floor in front of the exhibit.
- Click on the floor in front of the pedestal.
- A column with the silhouette of a Skeleton's Key rises out of the floor. Place the key in the silhouette to open a secret passage.
- It is possible to lose your Skeleton's Key here. Be careful—you only have one!
- If you have lost your key, there is another way to reach the hidden passageway.
- To reach the passageway, you must jump into the moat surrounding the Axe of the Long Arm.
- As a lizard, you can find a path to the west that takes you inside a small room behind the orb at the Museum's entrance.
- Inside the niches on the north wall are several magical scrolls. Take them to add new spells to your Inventory. Pull the lever on the south wall to open a passage back to the museum.

Other Exhibits and Secrets

- Look at all of the exhibits, and use the Skeleton's Key to play the messages for each.
- You can click on the body of Belial and watch it disintegrate.
- You can acquire a number of artifacts here, including the Longsword Prism, Thohan's Broken Sword, and the Axe of the Long Arm.
- Try firing a spark at the Dragon Heart Statue. Take the Dragon Gem that is revealed.
- A Skeleton's Key can be used to reveal a Speaking Stone. Use the Stone to hear a message.
- If you find a Skeletal Guardian stacking bricks, try moving the bricks and see if you can find a hidden Lightning Crystal.
- The exhibit of the Great Worm has a secret.
- Try a running jump into the darkness to the right to find in a secret chamber to the south. Save first!
- After a while, a secret door opens, providing access to a teleport pad.

An Ancient God Speaks

You know, there's a lot in here that you'll find useful later. Thohan's Sword is a potent weapon. So are some magical items, like the Lightning Crystals and the Dragon's Gem.

Two Items will save you time, trouble, and danger. These are two ivory chips, and they're hidden in two vases in the Museum. Now, if you only knew which vases...

The Time Travel Exhibit

- You'll find this exhibit walled off by steel bars.
- You can use your Skeleton's Key to open the door. There's a guard inside. Be ready for him!

- Only one of the four small rooms is lit. Inside is an exhibit with an hourglass.
- Use one of your melee weapons to smash the hourglass.
- As soon as the hourglass is broken, you start to age... quickly! You don't have much time!
- You've got to get out of here before you die of old age!
- Use your weapon on the walls of the room.
- Try the east wall, to the right of the hourglass.
- Smash through the east wall and move through to the corridor beyond.

Completing the Level

- Once you're through the wall, you'll find yourself in a long passageway heading south first, then east, then north.
- Follow the passageway to the end.
- Beyond the door is a dragon.
- Click on the dragon. He conveys you to the Southern Continent. The sequence of flying across the sea on a dragon's great back is alone worth the price of admission to the museum!

To complete this level, you *must*:

- Either go through the Shining Path directly, bypassing most of this level entirely, or go through the secret door behind the tapestry.
- If you choose the secret door, you must get at least one Skeleton's Key.
- You must use the key to open the way to the Time Travel Puzzle. Break the hourglass you find in one of the small rooms, then *quickly*, before you die of old age, smash through the east wall of the room.
- Follow the passageway, go through a door, and find a dragon. Touch the dragon to be transported to the Southern Continent.



The Huline Jungle

The dragon deposits you on the Southern Continent, in the lush, Huline Jungle not far from the gates of the Huline Village. You also arrive here if you bypassed the Museum and came straight to the Southern Continent on the Draracle's Shining Path. A guard in front of the locked village gate tells you that a child and her mother are missing, and no one but Hulines will get through those gates until they are found. Clearly, you must help the Hulines with their search. But how?

Exploring the Huline Jungle

- You need to explore most of the jungle eventually. Wander around, poke into holes in the underbrush, and look for anything unusual.
- Do not attack the two-headed cats. You might manage to kill one, but you'll soon be facing a whole pack.
- Normally, the cats bound around without hurting anything. Leave them alone.
- Two Huline women appear to the south after you talk with the guard at the gate. Talk to them.
- You can wade shallow streams, but watch out for deep water. You'll drown if you go in over your head.
- Be on the lookout for items you can collect and use.
- You may find beehives hanging from some trees. Click on the hive to get some wax.
- You can click on the hive twice to get two pieces of wax. Back off quickly, then, or fight the bee that will appear.
- Attack the trunk of an ironwood tree, identifiable by large leaves and a yellow notch in the trunk. The sap can be collected and used later.
- Look for aloe trees. You can collect three leaves from each.
- Specific spots to look for include the hut of Kityara the weapons smith, the Monastery, the Thorn Maze, and the bridge over the River Bane.

- You need to penetrate the Thorn Maze to reach the Hive Caves. You must go here to rescue Shalla and gain access to the village.
- To reach another site you need to visit, you must get a magic flute from Brother Julian in the monastery. Before you can talk to Julian, however, you must talk to Dawn in the monastery library, and before you can talk to her, you must talk to Baccata in the Huline Village.
- You need to bring wax impressions of some Runes (found at another location) to Brother Julian in the Monastery. He translates the Runes, and gives you a useful artifact.
- At one point in the forest, you can go to the shop of Kityara, the weapons smith.
- Kityara lets you take a number of weapons, including the Longbow Defender, Gargoyle Bracers, a dagger, and, if you did not acquire it already in the Draracle's Museum, the Axe of the Long Arm.
- You need to get a special knife from Kityara to give to her son. She gives you the knife only after you have retrieved some Runes from another location. She may also give you a very special item, if you give her what she asks for.
- You can't enter the Settlement of the Wild Ones across the River Bane until you have Daniel's knife. You can cross the bridge and talk to a Wild One before you get the knife, but he will turn you away.

Other Secrets

- Be careful of the rickety bridge over the quicksand. If you try to cross it as a beast, it won't support you.
- You may be able to grab and shove the plank back into position to fix the bridge.
- Attack the waterspout in the northernmost river. The river dries up and reveals a tunnel you can access as a lizard.
- There are some useful items inside the tunnel.
- Find a waterfall to the west of the middle river. Entering the waterfall plays a short movie.

- Click on the cave to the right to go behind the waterfall.
- Click on the skeleton to get closer. Click on the bag to get a Speaking Stone.
- Find a waterfall to the east on the middle river.
- You can reach it by scrambling down the embankment at the southwest side of the bridge over the River Bane. You're going to have some trouble getting out of there, though.
- Explore the river, east of the waterfall.
- There's a secret entrance to a shrine here. If you go into the shrine, you can find a summon scroll. Save before you try this one!
- Back out quickly, before you're trapped in the shrine.
- You will get killed by the warding imp statues if you don't find a way out. Look for a secret passage behind the statues.
- You must unlock the secret passage before you take the scroll at the top of the steps.
- If you survived the battle of the statues but can't find the secret passage, there's another way out.
- Follow the Bane River south. A lizard tunnel leads back to the Huline Jungle.

The Thorn Maze

- You need to traverse the Thorn Maze to reach your next destination.
- The labyrinth can be reached by moving toward the southwest.
- You must break through overgrown portions of the maze.
- If you are in beast form, you can slash openings through some of the paths with your bare hands. If you are human, use your sword against the thorn walls or else use your spark spell. If you are a lizard, try using the spark spell. A spark works best because the thorns don't grow back.
- The bits of daylight showing through the thin portions of the maze walls indicate where you can hack your way through.

- You can also check your automap to see if you can spot places that appear open on the map but are blocked to you on the game screen.
- To reach your destination, keep moving through the maze in a generally southwesterly direction. Eventually, you emerge outside the entrance to the Hive Caves.

The Hive Caves

These are glowing lava tubes located beyond the thorn-hedge labyrinth in the jungle. You have several tasks to accomplish here before you can proceed with your main quest.

Watch your step! Most of the floors, although shot through with sullenly red-glowing cracks and fractures, can be walked over without hurting you, but there are some spots where the lava is hot enough to cook you through in seconds. There are also bright yellow-green pools that occasionally give off poisonous vapors, and one spot where, if you're not careful, you can run right off the edge of a sheer cliff in the darkness and plunge into the hot lava far below.

You'll also be facing a couple of rather unpleasant residents within the caves, one of whom is responsible for the caverns' rather sinister name...the Executioner's Caves

Exploring the Caves

- Is there anything useful lying about on the floor of the cave?
- Amber can be useful. Collect it!
- That pile of sticks, twigs, and debris is the Executioner's nest.
- According to the villagers, the Executioner is more or less harmless. If you don't bother him, he won't bother you. Usually!
- If you get too close, the Executioner may attack you. His bite is poisonous. He may also have a taste for lizard.
- Executioners sometimes tend to be pack rats. Is there anything useful inside the nest?

- End of the line! There doesn't seem to be any way across that chasm.
- Do those rocks on the ceiling above the chasm look a bit precariously balanced to you?
- What might happen if those rocks fell?
- Try launching a spark spell at the boulders on the ceiling.
- The rocks will fall into the chasm, providing you with a way across.
- Alternatively, check the cave wall to the left of the precipice.
- Look for a lizard-sized passage through the rock.
- Wait until you morph into a lizard, and then try the very small tunnel near the cliff.
- A second, larger passage in the chamber turns out to be too narrow for you unless you're a lizard. Where does *that* tunnel go?

Shalla

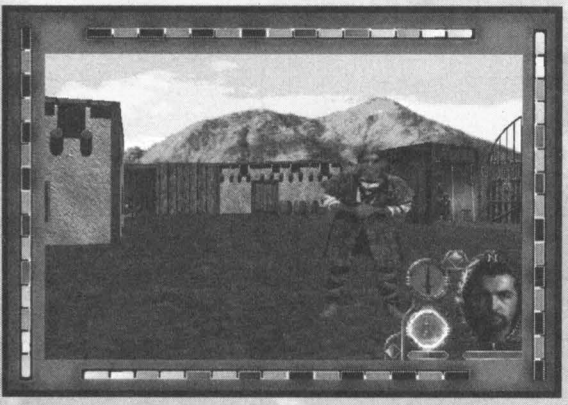
- Beyond the chasm, paths branch left and right. Which way to go?
- Left leads to Shalla. To the right are more tunnels to explore.
- If you used magic to fill in the chasm, the Executioner crosses the rock fall. If you leave her alone, you may be able to peer through a narrow slit in the cave wall and see the Executioner battle with a new and deadlier foe.
- A new and deadlier monster, a Hive Warrior, is lurking in the caverns outside of Shalla's hiding place.
- The remains of Shalla's child, killed by the Hive Warrior, can be found outside Shalla's hiding place.
- When you get close, you'll hear Shalla crying.
- When the Hive Warrior is dead, you can reach Shalla.
- After speaking with you, she will find her own way to the surface, leaving you free to continue your explorations.

The Lava Pool and Beyond

- Watch your step on the path beyond the filled-in chasm! A missed step can drop you off a cliff into molten lava!
- If you take the right-hand path, you can leap from rock to rock and get across the lava lake.
- You can sometimes survive a short jog through the lava as you move from rock to rock, but you'll need to heal yourself afterwards.
- Watch that last step! You can die in the lava before you manage to *jump* up that final rise.
- Try running, with a jump at the end, to make it all the way across.

Other Mysteries to Explore

- In one chamber, you'll find a huge sword between two statues. Be sure you save. This one's not as easy as it looks.
- The sword is the Reaver of the Great Orc. You can click on it to add it to your Inventory.
- The sword is so big you'll have trouble using it unless you use a Champion Stone.
- Back out of the chamber with your trophy quickly! When you take the giant sword, the ceiling begins to collapse.
- Another side cavern north of the chamber with the statues holds a large quantity of amber.
- Two passageways south of the chamber where you find Shalla converge on a chamber ending in a seemingly bottomless pit. You can't solve this puzzle until you've been to the monastery.



The Huline Village

After rescuing Shalla, you can enter the Huline Village. Retrace your steps out of the caves, through the Thorn Maze (you'll need to hack your way through parts that have become overgrown again) and through the forest to the village gates.

- The guard told you some friends of yours are here. Now who could he mean?
- Your friends are in the cantina. You'll have to wander around a bit to find it.
- Inside the cantina you'll meet Baccata, a four-armed minion of the law who's here to take you back to Gladstone. Listen to the conversation as Luther gets a few hours' grace from Baccata.
- You must talk to Baccata before you can talk to Dawn in the Monastery.

The Thieves' Den

- You may encounter other characters in the village to talk to.
- You may meet a shady-looking character in a back alley, who gives you a password.
- The password lets you in through a secret door in a cellar in the village, where you meet Muari.
- You can take a Skull key that's hanging on a wall in Mauri's office.
- The Skull Key opens some of the locked doors in the village. You can find some interesting things behind those doors.

Other Adventures in the Village

- You may meet Rashar in the village.
- Rashar drains you of magical energy, but he offers some items as payment.

- If you possess the Power Orb, you can give it to Rashar. He repairs Thohan's Broken Sword in exchange, if you took it from the Draracle's Museum.
- You can meet the village chief, Anyar, and his right-hand man, Kelsrick.
- If you kill Kelsrick and return to the Thieves' Guild, Muari gives you the Sword Firestorm.
- If you kill anyone in the village, guards fire at you and the gates are locked. You then have to kill Kelsrick and use the secret tunnel in the Thieves' Den, or kill Kelsrick and activate the switch behind him to open the village gates.
- To use the secret tunnel from the Thieves' Den, you must either kill Kelsrick or give Muari something valuable.

The Ancient Huline Ruins

You've seen the entrance to the ancient Huline Ruins already, during your exploration of the caves. The apparently bottomless pit beyond the four cryptic symbols on a cave wall is the way to reach the ruins. But you're going to need some help to reach them.

Getting In

- Don't waste your time with the four symbols on the cave wall. They are *not* the Runes you're looking for, although remembering their sequence might be useful later.
- If you haven't been there yet, try the Monastery. Someone there might be able to help.
- Talk to Brother Julian. He has an artifact that will help.
- Brother Julian gives you a magic flute.
- Go to the edge of the pit and use the flute. Its hauntingly familiar melody summons an elevator.
- To make your trip worthwhile, be *very* sure you have at least one piece of wax, taken either from a beehive in the jungle, or from a vase inside the village!

- You need the wax to make impressions of some Runes inside the ruins.
- Two pieces of wax are better. You can give copies of the Runes you seek to two people, Brother Julian, and Dawn.

Into the Depths

- The Huline Ruins are a series of underground tunnels arranged in layers. While there is one thing you *must* do here—obtain a wax impression of some Runes—there are interesting experiences and valuable loot waiting for you on each of the different levels.
- The elevator possesses a column with eight stacked cubes. You are already on the uppermost level. Touch the second from the top to descend one level. A ramp extends and give you access to those tunnels.
- Continue the process all the way down. Some levels open up on other, lower levels. Usually, you return to the elevator and continue your explorations there.

The Second Level

- You are confronted by a puzzle involving three cat carvings.
- Try clicking on the cat carvings to open a secret door.
- The door opens to reveal a healing fountain.

The Third Level

- After some exploring, you encounter an Executioner.
- If you kill the Executioner, you may find a Net of Exile and two Lightning Crystals.

The Fourth Level

- Check the floor of the first room you enter.
- There is a Speaking Stone hidden on the floor.
- A small lava tunnel gives access to another room, accessible in the lizard form.

- If you change into a beast, you must wait until you change back to leave the room by the second tunnel...which takes you to Level 6.

The Fifth Level

- On the Fifth Level are three cat carvings on cubes in the entrance chamber.
- Clicking on the carvings rotates them.
- Can you align them properly to open a secret door?
- When all three cats are facing you, the door opens.
- Down the tunnel beyond the secret door, look for a rock fall and a severed arm.
- Click on the arm and then the ring to acquire a Ring of Regeneration.
- A Hive Warrior is in a chamber beyond.
- You can click on a boulder on the ceiling to make it fall on the Hive Warrior before it awakens.

The Sixth Level

- On the sixth level, three stone squares are mounted on a wall around a cat carving.
- These are buttons. Touch the buttons in a certain order to raise a ramp that gives you access to another chamber.
- At the top of the ramp, three large blocks with cat carvings and strange symbols are scattered about the room. In one wall are three cubicles with carvings that correspond to the symbols on the cat cubes.
- Click and drag on each block to shove it into its respective receptacle. This opens two secret panels on opposite sides of the room.
- Inside one room is the Deathstroke Shield. Within the other is the Longbow Shift.
- Move quickly! A plasma bolt from the guardian statues is fired at you when you pick up each item.

The Seventh Level

- When you enter a room on this level, the door seals behind you and two large stone boulders begin rolling randomly across the concave floor.
- If a boulder hits you, you will get injured.
- The floor is also descending. When it reaches the bottom, another door opens, enabling you to ascend a staircase and escape onto...

The Eighth Level

- Check the wall to the right of the stairway going up.
- You may find a secret panel with some Ancient Magic Stones.
- Take care while moving toward a well-lit exit! The cavern can cave in on you!
- To the right of the hallway leading toward the well-lit exit, look for a pool of oil. If you try to move through that hallway, a spark ignites the oil, and if you stand too close, you might die.
- Instead, look for the outline of a flute in the wall to the right of the oil trap corridor.
- Place the magic flute in the silhouette. A panel closes over the floor.
- Beyond the oil trap corridor, a narrow hallway blocked by spinning, rusty blades leads to the right. The blades shatter shortly after you see them, opening the way.
- If you prefer, look for a secret door to the left of the broken blades' passageway.
- When you enter a room beyond the broken blade hallway, a boulder rolls out of one wall. Run the other way!
- The boulder smashes through a hole in the floor.
- Use a Spark Spell to ignite the brazier in the wall. You'll need the light.
- Click on the ladder going down. This takes you into a secret room beneath the floor.
- Click on the orb to get an Ancient Magic Stone.

- Click on some engravings to the left of the orb to move closer. They actually look more like hieroglyphics than Runes—a triangular shape with what might be an eye inside—but these are, indeed, the Runes you've come to find. Use the wax on them to take an impression. Get two, while you're at it.

An Ancient God Speaks

So, do you cooperate with Dawn and her four-armed companion? Or compete with them? The Choice is yours. But as I look into your future, I can tell you that you're going to be very glad to have the help of these two later on!

- You can now return to the upper level, then exit the Hive Caves. Dawn might meet you outside, and you can—if you wish—give her one of the impressions. She'll suggest that you meet her at...



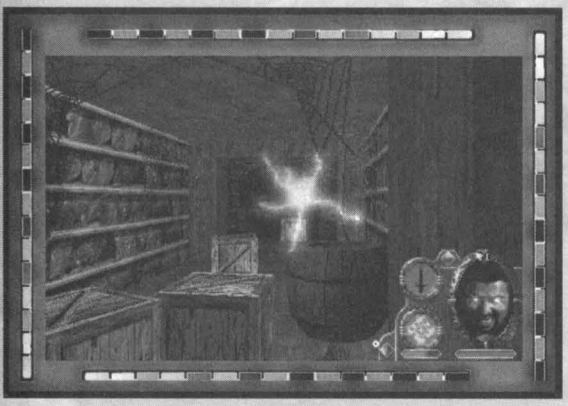
The Huline Monastery

There are several people in the Monastery you need to see. You need to make at least two visits here.

- On your first visit—assuming you've talked to Baccata in the Cantina in the Huline Village—talk to Dawn in the library. She will suggest that you talk to Brother Julian.

- Brother Julian suggests you make copies of some ancient runes somewhere in the caves, which might hold a clue about your condition.
- He gives you a magic flute to help you reach the Runes.
- You need to use wax—either taken from beehives in the forest or found inside a vase in the village—to make an impression of the Runes, which are found in the Huline Ruins.
- When you return to the Monastery after getting the Runes, you can meet Brother Julian and Dawn again.

- As you enter the Monastery, Brother Julian is behind the door directly ahead. Dawn is through the open archway to the left. The door to the extreme left opens into a room filled with boxes. The first time you enter, you might meet the explorer, Rixx.
- Brother Julian translates the Runes if you give him one of the wax impressions. In exchange, he gives you a Power Orb.
- The Power Orb can be given *either* to Kityara in exchange for the Sword Firestorm or to Rashar in the village in exchange for the repair of Thohan's Broken Sword, if you have it. You can learn more about the Power Orb by clicking it on Brother Julian.
- If you have given an impression of the Runes to Dawn, she gives you a translation of them. She also gives you a Dampen Charm, which helps prevent you from morphing at inopportune moments.



The Dark Halls

The final level within the First Sphere is reached from inside the Monastery. The Dark Halls are long, bricked-up passageways inside the walls of the Monastery itself. As with the Draracle's Museum, it is not absolutely necessary to enter here, but you will find some useful magical items and artifacts. *If* you survive and can find your way out.

Into the Halls

- The way into the Dark Halls lies within the Monastery.
- Have you found a room *other* than the rooms where you met Julian or Dawn?
- Try the room behind the door on the left as you come into the Monastery's entrance. Straight ahead is another door leading to a storeroom.
- The door to the right inside the storeroom leads to the Monastery garden. Nothing out there.

- What about that set of shelves to the left?
- Try a good-sized magical bolt aimed at the shelves.
- Your sparks spell should open a hole in the shelving, but it's too high to reach.
- What about all of those boxes?
- Move and stack the boxes to reach the hole.

Through the Halls...

- Explore the seemingly endless series of hallways, as invisible specters gibber, taunt, and call to you.
- Keep moving. Periodically, walls close behind you. There's no going back!
- Some metal slides set in the walls can be moved, offering you peephole views through to other rooms. The first storeroom with many bookshelves has a prism scroll.
- Some crates can be opened, revealing crystalline-like masses inside. Those crates contain explosives.
- They can be detonated by hitting them with a spark spell. The explosions may injure the specters following you. (The blast can also hurt you, if you're too close.)
- One peephole gives a view of rows of candles. A Spark Spell will ignite the candles and create a shaft of light in the hall. The light destroys ghosts following you who enter it.

The Arboretum

- A bookshelf past the third flight of stairs opens a secret door to the Arboretum.
- Click on a chain inside the Arboretum to open the ceiling and cause the trees to grow. You can collect pieces of Vel's Fruit.
- A second click on the chain closes the ceiling.
- A third click on the chain causes the chain to break. The ceiling won't open again.

Rixx

- You may encounter Rixx again within these Halls.
- Rixx has been possessed. He attacks you with his Plasma Staff.
- Use the blind spell on Rixx. He recovers long enough to ask you for your help.
- Continue to use the blind spell on Rixx. He recovers and leaves.
- If you kill Rixx, you can retrieve his Plasma Staff.

The Hole in the Wall

- A room past the encounter with Rixx has a small crack in the far wall.
- If you lit the candles earlier, the crack is very easy to see.
- Does that look like a weak spot?
- Attack the crack to open a hole into another room.
- There are useful artifacts in the secret room, including a crossbow and a shield.
- At this point, the Shades are drawing close. When you enter one bedroom, a ghost will say "Behind you!" and attack.
- The Sword Prism is a good weapon against the specters, as are your spark spells.

The Iron Door

- Just past a huge, circular room to the west with a glowing blue orb, the hallway ends in an iron door.
- How to get through the door? There's no key.
- Try shoving a crate of explosives next to the door and sparking it.
- Inside are a number of useful items.
- Be sure to check the bookcases. One hides a magical amulet.

Getting Out

- Return to the circular room to the west. Bricked-up windows encircle the entire room.
- By this time, the Shades are getting restless, and you may be under attack. Keep moving! Don't let them overwhelm you!
- Do your earlier experiences suggest a means of getting through the bricked-up windows?
- Use an explosive crate. You need to drag it next to the wall and spark it to cause an explosion.
- You have two choices. Drag enough explosives into the room to destroy seven windows. This breaks open a way out and destroys the Spectral Orb, which increases your experience.
- You can also drag one box of explosives next to the *sixth* window going around from the room's entrance toward the left. This opens a window and lets you escape back into the Huline Jungle.

Completing the Sphere

If you have received Daniel's knife from Kityara (or if you killed her and took it from her body) you are ready to cross the River Bane to the Wild Ones' Settlement.



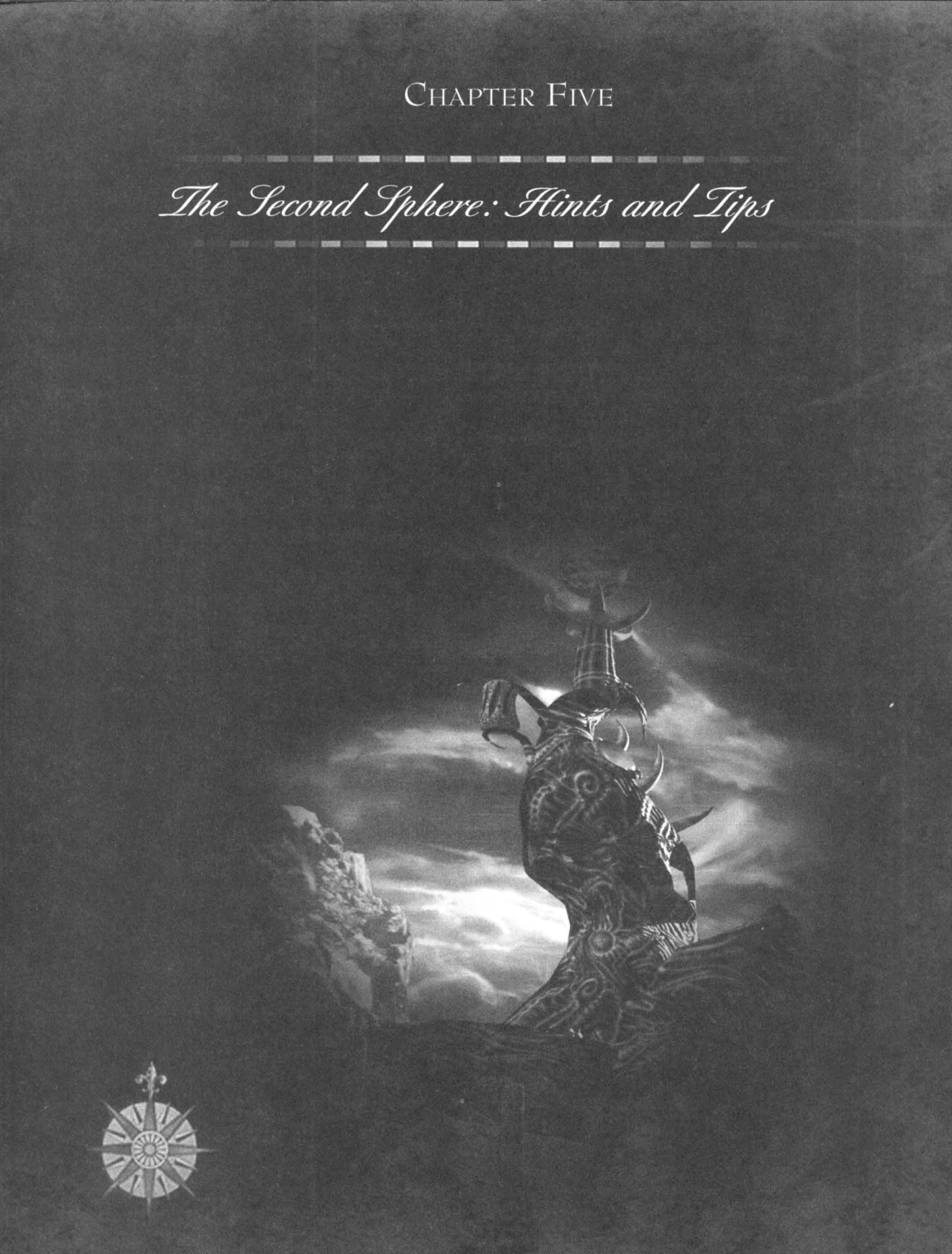
Go to the bridge. You encounter Baccata asleep beneath a tree. If you attack him, you must then cross the bridge and kill several Gladstone Guards on the other side of the river. If, instead, you click on Baccata to wake him, he escorts you across the river.

At that point, the bridge is destroyed by Hive Warriors. Baccata leaves with the guards, and you are left alone...

... with a parting remark from the persistent Sir Kenneth, you're ready to enter the Second Sphere.

Chapter Five

The Second Sphere: Hints and Tips



This is a Demigod Chapter. It contains hints and tips, ranging from vague to fairly detailed. Reading the more specific clues in this chapter can give away a lot of game secrets and surprises. In addition, reading the entire chapter will give you a good idea of where you must go and what you must do to complete the game. Do NOT read this chapter all the way through if you want to preserve some of the mystery and suspense of the story.



This chapter covers the eight specific areas you'll encounter within the Second Sphere of *Lands of Lore: Guardians of Destiny*, once you complete your explorations west of the River Bane and continue your quest among the Wild Ones. A list of hints is provided for each major problem. The earlier hints in each series are deliberately vague; as you move down the list, though, they become more direct and specific. Use a 3x5 card or a piece of paper to cover up the lower hints for each section if you want to solve the puzzles with minimum help.

By this time in the game, you should have a pretty good idea of what to do and what to expect, so we won't be quite as detailed with our clues or as specific with our help. There may still be some unpleasant surprises here, so watch out!

THE SECOND SPHERE

After completing certain tasks in and near the Huline Jungle and village, you will either accompany Baccata across the bridge over the River Bane, or attack him and fight your way past the guards waiting for you on the other side. By this time, Luther should have acquired a considerable store of weapons, implements, and magical items. More importantly, he will have honed his fighting and magic-casting skills and be a much more powerful character than he was at the beginning of the story.

He still can't control his shape-changing, although Dawn should already have given him the Dampen Charm that is the first step in this direction. One thing is clear. The answer to his problem lies not with the Huline Villagers, but with their Wild One cousins across the river.

And from there, Luther's quest is going to take him to some very strange places indeed, and he will learn that he is part of a much vaster and darker problem than the burden of his own curse.



The Savage Jungle

This is where Luther finds himself once he crosses the Bane River. It is an enormous area of interconnected paths, and it is lonelier and more dangerous than the Huline Jungle he visited earlier.

Entering the Second Sphere

- After Baccata and the guards abandon you here on the east bank of the River Bane, you won't have much choice about which way to go. You can't go back.
- Go around the thorn barrier and down the sloping path. Beyond the cave you'll encounter three Wild Ones.
- One of the Wild Ones is Daniel.
- If you have it, click on the curved knife Kityara gave you.
- After a few moments of conversation, something spooks the Wild Ones and they scatter.
- You must go south to find the Huline Temple.
- Don't forget to pick up the knife that Daniel dropped!

Finding the Temple

- You must search toward the south of the Savage Jungle to find the Temple. Be sure to explore any pockets or apparent dead ends.
- The Huline Temple is at the end of a long, tapering pathway on the south side of the Savage Jungle. Move far enough down the path that you trigger the Temple movie.
- Listen to the Caretaker... and then watch as the first incarnation of Belial appears. Not a very pleasant fellow, is he?

Exploring the Savage Jungle

- After finding the Temple, explore the rest of the Savage Jungle, noting the locations of various points of interest.
- Watch out for the pit traps of the Wild Ones!
- If you fall into a trap, use a melee weapon on the rope to lower the cage.
- You'll see a number of odd-looking insects throughout the forest. They seem to be taking a rather unnerving interest in your activities. The insects are called Lamplights.
- Normally the insects aren't aggressive, but sometimes—especially if you get close to their nesting area—they will attack you.
- Lamplights are poisonous. If you anger them, they spit a ball of poisonous green vapor that can travel quite a long distance.
- You can be seriously poisoned by these creatures, especially if you happen to be in lizard form.
- If you kill a Lamplight, click on the body to tear out its poison sac.

An Ancient God Speaks

Don't forget that Vel's Fruit, those red apple-like things found lying here and there on the ground, can cure poison. Use it if you take a hit from an angry Lamplight, and be sure to stock up your Inventory supplies. You'll need them later, when you face the Ssar.

In the southeastern portion of the Savage Jungle you'll find holes and crevices in a rock wall that lead to the Lamplight lair. You can wiggle into these holes and explore them, although you'll take some hits from their bites and poison. Use a Level 3 heal spell, poison shield to resist the effects of the acid. Somewhere in there is the Lamplight Queen and her eggs. Those could be useful by themselves to give you vision in dim light, or they can be mixed with the poison sacs to make Poison Plant.

Stuff and Places to Find

- Be on the lookout for useful items to pick up. You'll see lots of Vel's Fruit and Lamplight Eggs. You can get Venom Sacs if you kill Lamplights. Near the River Bane you may be able to pick up a Brook Flounder.
- Keep an eye out for signs of inhabitants.
- Skull-pole torches and feathered totems are signs of nearby habitation.
- You'll find the entry to the Dracoid Cemetery, the entry to the Wild One Settlement, and a large hole in the ground that leads to the Dracoid Ruins.
- You'll find the Dracoid Cemetery in the northeastern corner of the jungle.
- You'll find the Wild One Settlement by approaching an enormous tree in a clearing north of the jungle.
- You'll find the pit leading to the Dracoid Ruins just to the north of the center of the jungle.
- You won't find the Wild One Settlement until you've been to the Huline Temple in the south and talked to the Caretaker there.



The Wild One Settlement

After talking to the Caretaker, you will find the Wild One Settlement in a large clearing north of the Savage Jungle.

Entering the Settlement

- When you find the entrance to the Wild One Settlement, try to gain entrance.
- Don't let the guard who shoots at you make you loose your cool. Listen to what he has to say.
- Show Daniel's knife to the Wild One guard outside. He will let you in. If you don't have the knife, you must fight your way in.

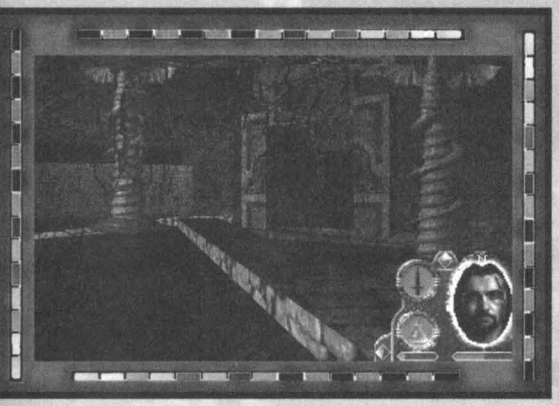
Inside the Settlement

- There are several different places you can go.
- Talk to the Shaman. He knows what you need to do.
- You need to talk to Daniel again.
- After entering the village, you find yourself high up in the treetops. To the left is Daniel's hut. He is friendly enough—for a Wild One—the first time you see him. He is less pleased to see you a second time.
- To the right is the hut of a herbologist. She tells you that you must find Malik.
- The hut of Malik, the Shaman, is in the center.
- Malik tells you about Silverleaf. If you want the Wild Ones to help, he says you need to join the tribe. To do so, you need to find Silverleaf in the Dracoid Cemetery.
- If you haven't attacked any of the Wild Ones so far, Malik gives you the key to the Dracoid Cemetery. (If you have attacked any of them, you will have to kill Malik to get the key from him.)
- After talking with the Shaman, you're going to need to go to the Dracoid Ruins and to the Cemetery.
- If you're at war with the Wild Ones, search their corpses for keys and clues.

After You've Found the Silverleaf

- Bring some Silverleaf back from the Dracoid Cemetery and give it to Malik.
- You have to take part in a savage rite to become a Tuani Warrior, a member of the Wild One tribe.
- In order to become a Tuani, you need to fight Daniel.
- If you killed Kityara back in the Huline Jungle, Daniel shows you no mercy in the fight, and you have to kill him.
- If you didn't kill Kityara, Daniel shows you mercy—if he wins the fight, he doesn't kill you.
- Fight Daniel with any weapon you choose. If you win, Luther announces that this will not be a fight to the death, and allows Daniel to live.

- After completing the initiation, return to the Shaman. You are given Amaranth Serum.
- You must mix the Silverleaf with the Amaranth Serum to make Larkhon Vapors. The Larkhon Vapors can be used to get past the Larkhon, which guards the path to the Claw Mountains.
- There is a hidden source of Amaranth serum in the jungle. The Shaman has the key.



The Dracoid Ruins

This is a vast, underground network of ruins you must enter in order to find an artifact that will help you speak with the dead in the Dracoid Cemetery. Here you will face some of your greatest challenges yet.

Entering the Ruins

- A log extends out over the pit in the Savage Jungle. Can you find your way down from there?
- Save your game at the end of the log. Which way now?
- Try to leap to the steeply-canted mossy path. Maybe you should save your game *again*.
- Note the chain of rock surfaces. You have to leap from one to the next as you make your way deeper into the pit.
- Save after each successful leap so that a missed step won't send you back to the surface!

Into the Ruins

- You must head north, past some nasties who are firing plasma bolts at you. Don't stop to play.

- Your opponents are mostly reptilian folks, but they're being helped by some strange, squid-like creatures on tree-like pedestals.
- The reptilian beings are Ssar. The squid-like fellows are called Stone Squids.
- A side cavern to the east has some interesting things to see, including a Stone Cube.
- You can recover in here if you took damage in the main tunnel.
- Try running north past the guards, then head through a wide tunnel heading off toward the northwest.
- You're searching for the Pedestal of a Dragon Orb.
- Cast a spark spell against the Pedestal to activate a magic bridge.
- Cast a spark on the next Dracoid Orb to open the barred doors.
- In the chamber beyond the barred doors, click on the iron gates to the Dracoid Mage's Tower to enter.
- Beyond the bridge, there's a niche that leads to a teleporter. Then take the path to the Emperor's Palace.

The Emperor's Palace

- You won't need to climb out of the Dracoid Ruins the way you came in.
- There's a transportation device down here that makes things a lot easier.
- Find a teleport chamber that transports you to another part of the Ruins, to the Dracoid Cemetery, or to the Savage Jungle.
- The teleport chamber is in the pathway leading west from the big cavern where you entered the Ruins. Look for a small room to the south of the passage.
- Entering the picture on the wall transports you to the Emperor's Palace.
- Use the teleport chamber inside the Emperor's Palace to return to the Dracoid Cemetery with the Bracers of the Undead. In the Cemetery, you must acquire various items and return to the Dracoid Ruins.
- The Teleport Chamber is in a small room in the northwest corner of the Palace.

Within the Tower

- Inside the tower, you must find a way past that force field.
- Anything unusual here, like a control?
- Those egg-shaped Dragon Orbs can be sparked. What happens?
- The Dragon Orb around the back opens some hidden stairs.
- The Dragon Orb in the room to the left lowers the force field.
- When the force field goes down, an unpleasant green fellow shows up.
- The green fellow is a Ssar, and he is *not* friendly!
- Try using Level 3 healing on yourself before you get close to protect yourself from the Ssar's poison.
- Go up the tower. On each level, you have to spark another orb to lower another force field.
- Behind each force field is another Ssar.
- On the second level is something you'll need.
- On the third level is another unpleasant reptilian fellow, a Ssar Priest.
- Talk to the Ssar Priest. Afterward, you'll have to fight him… and win.
- Killing the Ssar Priest gives you access to the Bracers of the Undead. You need those bracers to speak with the undead in the Dracoid Cemetery.
- Try putting on the Bracers in the presence of the dead Ssar Priest. Simply put them in your inventory.
- The Bracers give you the power to talk to the dead.
- You need to come back here later, bringing something with you from the Dracoid Cemetery.
- You need to find an Empty Glass Orb in the Cemetery.
- You also need to find an empty Urn.
- Bring the Orb here. Place it on the White Recharging Dragon's-Claw Altar to transform it into a White Orb.

- Sparking the second Dragon Orb Pedestal on the first level lowers stairs into a basement level.
- There are Gauntlets of Might down there.

Finding the Priest's Body

- After entering the Priest's Tomb in the Dracoid Cemetery, you need to do something in the Ruins.
- You need to find the body of the Priest and bring back his ashes in an Urn.
- Try exploring toward the east of the Ruins.
- Look toward the northeastern portion of the ruins, opposite the tunnel leading to the Mage's Tower.
- Watch your step! There's a sheer drop over there.
- You need to pick your way carefully between a wall on your right and the drop on your left, squeezing past a pedestal or column of some sort.
- Once past the chasm, you need to find a building to the south.
- Find the second building on your right. Go in and through. Can you find a hole in the wall?
- You need to both crouch and jump to get through that hole. A beast won't be able to make it.
- Once through the hole, you need to explore more or less to the north. Careful! There are lots of Ssar here!
- The path heads north, cuts sharply west, and eventually brings you to the vicinity of two very large, decayed buildings.
- Go inside the building to the west. It looks a bit like a hotel, with stairs going up on the first floor.
- Go to the second floor. Touch or bump into the railing. Careful! It's loose!
- Knock the railing over on the east side of the balcony. You can edge out onto the falling railing and walk on it.
- Follow the fallen railing north. You should be able to see a narrow path. Follow it.

- The path leads along the side of a cliff above a river. Watch your step!
- There is a forking in the way, with a bridge ahead, and a bridge leading across the river to your left. Which way?
- It's easy to cross the river. Getting to the bridge ahead requires scrambling up on top of that rock to your right.
- The easy path is not always the correct one.
- If you cross the river, you find a small shrine with a healing pool. Unfortunately, the bridge has collapsed behind you.
- Take the path leading straight ahead. Keep going until you find a cavern leading off to your right, into the face of the cliff.

In the Cave by the Lake

- You've got to do something with the body.
- How about over there on that altar?
- You've seen Dragon Orbs like those before.
- How can you activate them?
- Drag the priest's body onto the altar between the Dragon Orbs.
- Use a spark spell on the Dragon Orbs to cremate the priest's body.
- Click the Urn from the Cemetery on the ashes.

During Your Final Visit to the Ruins

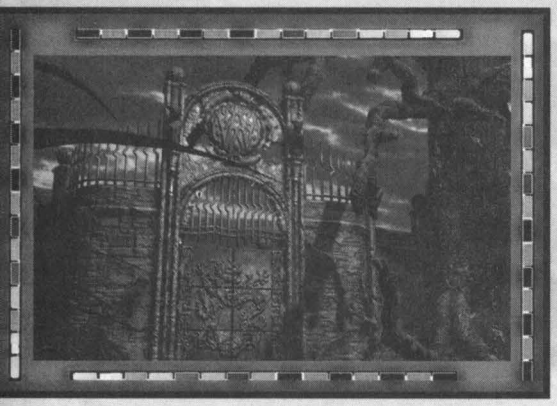
- You must acquire the Dracoid Emperor's Remains in the Cemetery and return with them here.
- You need to retrace your steps along the path leading east, then north, west, and north again.
- Try the second of the two big buildings south of the river, the one east of the Dracoid Hotel.
- Getting in could be a problem. You need to find a hole in the wall.
- Try the hole in the building's eastern wall.

- Find the Statue of Belial.
- Place the Emperor's Remains on the altar in front of the Statue of Belial.
- This animates the Statue of Belial. Follow it as it seeks out the Giant Worm and battles it.
- After the battle, you have to move quickly to keep from drowning.

Surviving the Flood

- Save your game *immediately* after the movie. You'll need to try this several times to make it through!
- You have to move very quickly and know exactly what you need to do and where you need to go.
- Run forward and a little to the right, along the path marked by rising walls of water. Keep an eye out on your right for a side channel and a lighted room.
- Head for the room. Run inside and straight up the ramp. Do you see anything that might help you?
- On your left as you enter the room is a table. Turn on the ramp, move toward the table, and jump.
- You're floating on the table now, but you're not safe yet. Look around. In one direction, you'll see an opening in the wall, high up on the side of the cliff.
- Move to the next floating table when you can. Wait too long and you'll be killed as the water carries you up and traps you beneath a portion of the ceiling.
- Do you see a possible way out?
- Try the opening in the wall. Jump!
- No, you're still not safe! The water in the chamber outside is rising quickly. Wait too long and you'll drown!
- Follow the tunnel and skirt the pit you come to. On the far side is another tunnel entrance.

- There are two paths. The one on the left is a dead end—literally. Don't waste precious time exploring it!
- Take the right path. It goes up and around to the right, re-emerging at the pit, but higher up.
- The water's still rising. You're not out of this yet! Do you see anything you can use? Anything that might float?
- Push the wooden platform into the water. Go to the edge of the tunnel mouth and look down. As the floating platform rises, step onto it.
- If you can carry out all of the above steps quickly enough, without missing a leap and without getting turned around, the rising water carries you to the surface.
- After a well-deserved nap, you wake to find Dawn watching you, on the banks of the Bane River. Talk to Dawn. She asks you for something.
- Do you want to work with her? Or do you not quite trust her?
- You can give her the Bracers of the Dead. She gives you a Control Charm in return. If you give her the Bracers, you won't be able to understand the Emperor when you go back to the Cemetery to see him.
- You don't really need to understand the Emperor's final statement to get the Silverleaf. You can give Dawn the Bracers or not, as you choose.



The Dracoid Cemetery

The Dracoid Cemetery lies in the northern reaches of the Savage Jungle, east of the entrance to the Wild One's Settlement.

Entering the Cemetery

- As you approach, the outer and inner gates open, admitting you to a courtyard.
- You can't proceed farther without a key—a Dracoid Sigil—which you must get from Malik, the Wild One Shaman, or from his corpse, depending on the circumstances.
- Place the Sigil in the lock on the gate. The gates open.

Exploring the Cemetery

- You'll find a number of large mausoleums and similar structures.
- You'll see a number of Dracoid Undead shambling about.
- Normally they won't bother you if you don't bother them.
- Note the tomb entrances with gargoyles.
- Some mausoleums are already open.
- One of the open mausoleums, just to the right of the cemetery entrance, provides access to the Catacombs.

Exploring the Catacombs

- Beneath the Dracoid Cemetery is a tangled maze of passageways.
- Watch out for the Phantom Dracoids. They don't like you desecrating their graves.
- Look for a Yellow Dragon's Claw Altar.
- In front of the Altar is an empty Glass Orb.
- Click the empty orb on the altar. This charges it with yellow magic. Click again to retrieve the glass orb.

Find Another Way In

- You've seen another Dragon's Claw Altar if you've explored the Dracoid Ruins and the Mage's Tower.
- You need a White Orb to continue your explorations of the Catacombs.

- You can get a White Orb in the Mage's Tower in the Dracoid Ruins.
- As long as you're getting one, you might as well get two!
- Find a mausoleum on the northwestern side of the Cemetery with a gargoyle out front.
- Click on the gargoyle. White flames should appear at the pedestal's base.
- From the Mage's Tower in the Ruins, click the White Orb on the gargoyle.
- The tomb opens. Find a switch inside.
- The switch is on the wall to the right of the doorway as you look south. Pull the switch.
- Find that mausoleum now, directly to the south of the one you just opened.
- Inside is a barrel. Go inside and click on the barrel to knock it over.
- Bump and push the barrel. It rolls into the first mausoleum and smashes, releasing a puddle of oil.
- Use your Spark Spell or Dragon's Blood on the oil to cause an explosion.
- You must be close enough to hit the oil, but if you get too close you'll die!
- The explosion opens another entrance to the Catacombs.
- Inside the Catacombs again, find a Blue Dragon's Claw Altar.
- Click at least two empty Glass Orbs on the dragon claw to recharge it with Blue Magic.
- Find your way down another level into the Catacombs, and make your way out through the open mausoleum.
- You need to jump over a wooden barricade to reach the lower levels. You can't do it in beast form.

Talking to the Undead

- Find the gargoyle on a mausoleum on the northeast side of the Cemetery. This one shows a blue arrow when you click on it.
- Click the Blue Orb on the gargoyle.
- This lets you reach the Dracoid Priest.
- Do you have the Bracers of the Undead yet? If you don't, you won't understand a word he's saying.
- If you haven't yet been to the Dracoid Ruins, go there and find the Bracers of the Undead. You won't get anywhere here until you can understand what the priest is saying.
- He wants you to get his ashes from the Dracoid Ruins. He gives you an Urn in which to bring them back.

Dealing with the Emperor

- You need to go to the Dracoid Ruins to get the Bracers of the Undead and to acquire the ashes of the Dracoid Priest.
- When you bring the priest's ashes to the Undead Dracoid Priest, he gives you the Dracoid Ankh.
- You need the Ankh to gain access to the Dracoid Emperor.
- Find the tomb of the Dracoid Emperor.
- There's nothing much to see at first. Just a memorial.
- The Tomb of the Dracoid Emperor is south of the Tomb of the Dracoid Priest.
- Click the Ankh on the Ankh symbol at the Emperor's Tomb to raise it out of the ground.
- To enter the Emperor's Tomb, you need three magically-charged glass orbs.
- You need one White Orb, one Yellow Orb, and one Blue Orb. Place them in the marker pedestals inside the Emperor's Tomb to open the magic doors.
- Open each marker with a click to see which color it should receive. Click the appropriate orb on the open marker.

- Use the Ankh again to enter the tomb and talk with the Emperor. Be sure you're wearing the Bracers of the Undead!
- After you're done talking, click on the Emperor's sarcophagus.
- You must take the Emperor's Remains back to the Dracoid Ruins and place them on the altar in front of the Statue of Belial.

Back For One Last Visit

- After you animate the Statue of Belial in the Dracoid Ruins, watch the battle with the Giant Worm, and survive the resultant flood, you find yourself back in the Savage Jungle, on the banks of the River Bane with Dawn.
- On the way back through the Savage Jungle, take a look at the entrance to the Dracoid Ruins. It's changed, hasn't it?
- At one point, you may hear an old friend of yours calling for help.
- You'll have to find him and cut him down.
- No, don't bother looking up in the trees. Baccata is hanging upside down from a Wild One trap at eye-level. You can cut him down, attack him, or leave him where he is, depending on whether or not you want to work with him.
- Return to the Dracoid Cemetery and speak to the Emperor one last time.
- Return to the Emperor's Tomb and talk again to the Emperor's ghost.
- If you no longer have the Bracers of the Dead, you won't be able to understand him.
- It doesn't really matter. He sounds happy enough. But... what about the Silverleaf?
- Something is growing by the tomb entrance.
- Hunt around outside. Has anything about the place changed?
- Do you see anything growing that wasn't growing here before?
- Collect up to three Silverleaves from any of the newly sprouted bushes.
- Take the Mists of Doom scroll from the pedastal outside the Emperor's tomb.

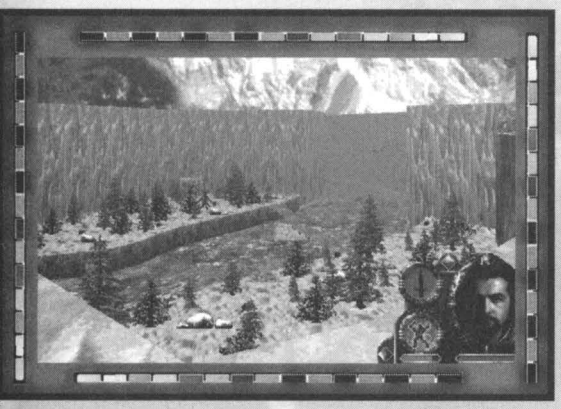
- You need a Silverleaf to be admitted to the Wild One tribe. You need to take one back to Malik.
- Silverleaf can be mixed with Amaranth Serum to create a potion you need to use on the Larkhon, in order to enter the Claw Mountains. You need one Silverleaf for this purpose.
- Other Silverleaves can be used to increase your magic by five points for each, or to blend with Rainbow Sulfite to make a Mana Foil.
- It's a good idea to take as many Silverleaves as you can. You're going to need them!

Some Final Secrets in the Cemetery

- When you teleport from the Dracoid Ruins to the Cemetery, you materialize in front of the Death Angel Statue in the Cemetery's courtyard.
- From then on, you can reach the Dracoid Ruins by approaching the Death Angel Statue. Use the teleport area in the Ruins with the image of the Cemetery to return to the Cemetery Courtyard.
- The colored Glass Orbs can be touched to mausoleums to open them. All yellow gargoyle tombs have at least one empty globe in them.
- Match the color of the Orb to the colored arrow beneath the gargoyle.
- You can pass through some walls in the Catacombs to find secret chambers. Some of those chambers have some loot.
- There is a Bezoar Ring inside one of the tombs.

An Ancient God Speaks

You only need to open a few of the mausoleums in the Cemetary, but there's interesting stuff to find if you search the others. There's one you can sneak into as a lizard, which has some Ancient Magic Stones inside. And there's a Dracoid dagger behind the plate inside another. There'e even a stairway leading down to the part of the catacombs you can't reach from the open mausoleum.



The Claw Mountains

The only way to enter the Claw Mountains is to use Larkhon Vapors on the guardian Larkhon. You must blend Silverleaf (from the Dracoid Cemetery) and Amaranth Serum (either given to you when you become a Tuani Warrior in the Wild One Settlement or found in the secret cache in the northwest part of the Savage Jungle) to make Larkhon Vapors.

Through the Mountains

- First, you must find the correct path.
- Do you remember any part of the Savage Jungle that you couldn't reach earlier?
- Try the cliff above the river to the east.
- Anything odd about that tree?
- Try clicking on the tree to push it over.
- Save your game! You'll need to walk out on that fallen log, then jump onto another fallen log to make it to the tree.
- From the second log, you can jump to the ground. You'll take some hits, but you'll survive.
- Once you recover, start looking for the Larkhon.
- He won't be hard to find. Up a hill to the southeast, look for explosions and hurtling balls of flame, and follow them to their source.
- Use the Larkhon Vapors on the Larkhon. There is no other way to get past him.
- After putting the Larkhon to sleep, you meet Dawn in the mountains. How she treats you depends on how you've treated her in the past.
- Explore the area beyond. Watch your step!
- You'll find the path to the barbarian village farther along the path to your right, and, beyond that, a narrow ice bridge.

- Cross the bridge. Beyond you'll find a lake.
- A snow tiger's lair is nearby. Don't wake him! But, if you change into a lizard, it's worth the trip to check the lizard cave behind him!
- Cross a snow-covered plateau with a ravine to your left. Save your game first! Watch out! Avalanche!
- You may have to try to get past the avalanche several times. Your goal is a cave entrance on the far side of the plateau.
- Try running as fast as you can, and stay as close to the wall to your right as possible.
- Move too far to the left, and you won't be able to make it up and around the barrier you see ahead. Keep to the right!
- Enter the caves ahead. They terminate at an icy chasm above a fast-flowing river.
- Looks like your old friend Kenneth made it this far. Better check his body!
- How can you get across that?
- You must reach the other side of the river.
- Look down and to the right.
- You have to jump down from one ice platform to the next to get down and across the river.

Across the River

- You must speak with Baccata.
- How he reacts to you depends on how you've treated him up until now.
- Cross the ice bridge and head toward the Citadel.

Some Side Trips in the Claw Mountains

- There are several interesting weapons and artifacts in the Claw Mountains, but you have to explore to find them.
- Look for a Barbarian Village and click on the gates to enter.
- There is a useful artifact inside one of the huts in the village.
- The Bracers of Valor can be used to counteract the deadly effects of the War Axe Traitor.
- Look for them behind some shutters.
- Tar Crystals can be found inside the bubbling pools of tar.
- If you turn into a lizard, find the lizard tunnel inside the Snow Tiger's Lair.
- A switch inside the tunnel in the Snow Tiger's Lair raises a tower from the Ice Lake.
- A powerful weapon can be found within the tower.
- Getting to the tower is a challenge, though—there's no bridge.
- Try the ice floes. You can jump from one to the next. Save often!
- The Great Axe Blizzard can be found at the top of the tower.

Coming Back This Way Again

- After you've retrieved the Dreamstone from the Citadel, you may be attacked by guards near the entrance to the Claw Mountains.
- You are attacked only if you are on unfriendly terms with Dawn.
- You can either turn into a lizard to escape the pit or heat the place up a little.
- Once you reach the river, it's obvious that you can't go back the way you came.
- Try working your way down the ice ledges on this side of the river.
- Dead end! But... is there another way down?
- Wait and watch. Eventually, you'll see a large ice floe beneath you.

- Time your move carefully and jump. Save first!
- Once you're on the ice floe, you can float around the river, looking for a place to get off.
- This is your way out. There is also a cave and a brief side-trip you can make. To reach the cave, you'll have to leap from the ice floe at the right moment, then jump back on when it comes this way again.
- The river is, in fact, a large circle. You can go around several times until you've accomplished all that you want to do.
- The cave has a scroll and a ring. If you can cast some light on it, you may also find some useful armor.
- To get to where you want to go, you have to leap from the ice and onto the shore where the bank is lower than elsewhere. Save first!
- By now, you should have what it takes to deliberately transform yourself into a lizard. If not, wait until you're a lizard to make the leap.
- Once on the left bank of the river, you can make your way to the wooden logs ascending the ice cliff. That's your way out!
- Save often. Jumping up those logs is an easy way to get killed.
- Once at the top, you can easily retrace your steps back to the Savage Jungle.
- Before ascending the logs, you might want to cross one of the ice bridges and explore the other side.
- A series of ice caves leads to a grotto where bodies of explorers less fortunate than yourself are frozen in the ice.
- Try sparking one of the bodies.
- Be quick! An interesting artifact falls from the ice as the body melts free. Grab it before it sinks into the pool of water.



The Citadel of the Ru-Loi

The Ru-Loi are strange, parasitic, flying beings that invaded the Southlands after the Ancient Gods departed. You need to penetrate their Citadel beyond the Claw Mountains. There is an Alien artifact here you must retrieve, and an enemy who must be destroyed.

Entering the Citadel

- Enter the Citadel from the Claw Mountains. A Ru-Loi is on guard inside the entrance.
- Click on the orb switch to open the door. Another Ru-Loi is waiting just inside. Be ready!
- Click the eyeball switch to open the next two doors.
- Move very fast. The Ru-Loi come and go with amazing speed, launching hit-and-fly attacks at you. Run through the first tunnel, click on the Orb, run into the next, click on the orb to turn it into an eyeball, and run for the Egg Chamber.
- The Egg Chamber is to the east.

The Egg Chamber

- Find the Egg Chamber. It's on your right as you come into the second chamber.
- Careful! That's acid inside the pool!
- If you attack the eggs in the chamber, they explode. The light in the center of the chamber fires plasma bolts. If you attack and destroy the central light vent, the acid in the egg pool drains away, destroying the eggs.
- Search the pool. There are some valuable artifacts in there.
- An orb switch inside the Egg Chamber activates plasma steps within the Slave Caverns downstairs. You don't need to destroy the eggs or drain the pool, but you *must* click that orb switch!

The Slave Caverns

- Head for the elevator.
- The elevator is down a curving tunnel west of the chamber with the eyeballs witch.
- The transparent container with a brain inside is a switch.
- Click on the brain inside the elevator chamber to lower it to the Slave Caverns.
- Be ready. You're going to have a fight on your hands.
- Each of the brain switches in the Slave Caverns opens a nearby silo, revealing either a frozen slave woman or a hoard of various pharmacopoeia items.
- There are several strategies you can pursue down here.
- The Ru-Loi use hit-and-run tactics, attacking furiously, then vanishing when their reserves of magic begin to run low.
- Attack them, killing as many as you can before they fly away.
- When your health starts to run low, use your healing spells to regain your strength.
- Cast a Level 2 healing spell on yourself for protection.
- When your magic runs low, duck into one of the three tunnels leading off from the slave cavern. After killing or driving off any Ru-Loi that might be hanging around, you can rest and recuperate before going back out again.
- You can also climb the artificial hill just outside the entrance to the Slave Caverns. There's a teleporter at the top to take you back outside to the first switch. You can rest there, or take a crack at the Egg Chamber.
- Attack the crystals to get rainbow sulfite. Combine the rainbow sulfite with Silverleaf to get Mana Foil. Using the Mana Foil restores your magic.
- Watch out for those pink towers!
- The pink towers are spells cast by the Ru-Loi. They cause you a lot of damage if you touch them! They go away by themselves after a few moments.
- Click on the eyeball switch in the northeastern portion of the Slave Caverns. This fires a plasma cannon and creates a plasma bridge. You *must* do this to get to where you need to go!

- Two tunnels lead out of the main cavern on the north end.
- They are protected by devices that fire plasma charges.
- You can destroy the devices, but it's easier to simply move fast.
- At the end of the right tunnel is a green pool with a black disk.
- Careful of that green stuff! It's poison!
- The disk is a teleporter.
- The right tunnel leads to where some women are being held as slaves. You won't be able to free them unless all the Ru-Loi are dead.
- The tunnel to the west leads to a well-protected chamber with a brain switch. Click that switch! You won't be able to get to where you need to go unless you do!
- Beyond, a door leads to another green pool and a teleporter.
- This tunnel leads to where Dawn is being held captive behind a force field.
- You can rescue her only if you have a Dreamstone.
- Keep fighting the Ru-Loi until they are all dead. There are a total of 19 Ru-Loi. You'll know they're all dead when the attacks stop, and the background music has changed.
- Once the Ru-Loi are dead, you can explore the caverns at your leisure.
- The brain switch outside of Dawn's cell opens an iris door on the other side of the plasma bridge.
- Find the steps going up. They're on the east side of the cavern.
- You can spot them by the plasma spark that rises and falls nearby.
- Jump up the flight of plasma steps to reach the ledge where a large plasma cannon is mounted. Save often! It's a long way down!
- You must jump to a ledge, turn, jump onto a foothold on the wall, turn, move, jump to another ledge, and repeat the process all the way up. Pause, occasionally, to look up and make sure you're not trying to jump into another plasma step.

- At the top of the steps, if you clicked on the eye switch below, you'll find the plasma cannon firing across the chasm at a room beyond.
- If you activated the cannon earlier, and opened the door on the far side, you can run across.
- Timing is everything! The bridge is only in existence for a few seconds at a time. You'll have to line yourself up carefully, then run fast and straight as soon as the plasma cannon fires.
- It might help if you become a lizard first.
- Click on the web-like door. The Hive Lord emerges to fight the Ru-Loi.

The Hive Lord and the Great Forge

- Talk to the Hive Lord first.
- He doesn't have a lot to say. In fact, he doesn't seem very bright, does he?
- After talking with the Hive Lord, you must fight it and kill it.
- He's tough, but he can be killed. Don't get too close, though. His bite is deadly.
- Your protection and poison-protection spells can be useful here.
- Hurt him badly enough and he'll scuttle off for a few moments, which will give you time to heal yourself.
- If you kill the Hive Lord, the green force field is raised, allowing you access to the Great Forge.
- Find the pedestal with the Dreamstone.
- Are there any other pedestals in here? What might they be for?
- The altar to the right is where you can enchant Thohan's Sword or Firestorm.
- Thohan's Sword becomes Thohan's Enchanted Sword. The Great Sword Firestorm becomes the Great Sword Darkstorm.
- You must enchant the weapon before taking the Dreamstone.
- Take the Dreamstone.

- Find the teleporter within the Great Forge, which returns you to the Citadel's entrance.
- Click the Dreamstone on the lock inside the door to open it.
- Don't forget to retrieve the Dreamstone before leaving!
- You're on your way back to the Claw Mountains... and the Ancient Huline Temple.

Other Things To Do in the Citadel

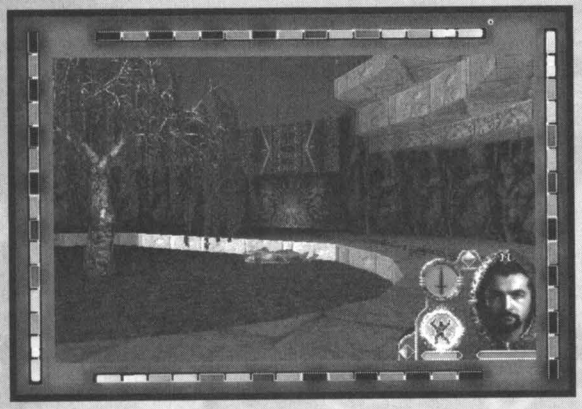
- There are a number of slave women in the northern part of the Caverns. If you kill all of the Ru-Loi, you can free them.
- To free the women, look for something you can click on by their cell.
- Try magic.
- Spark the circular object to the left of the cell. This reveals a handle. Pull the handle to free the women.
- There are numerous glowing crystals throughout the Slave Cavern. Attack them to collect Rainbow Sulfite.
- Some of the brain switches open chambers holding frozen women. There's nothing you can do for them.
- Other switches reveal quantities of pharmacopoeia items. Some of these can be useful if you passed up a chance to gather them earlier.
- You can return to Dawn's room and free her.
- After teleporting to the front of the Citadel, simply retrace your steps to the elevator and return to the slave caverns.
- If you click the Dreamstone on the lock to the right of her cell, you free her. She gives you a Bestial Disc in return.

An Ancient God Speaks

So, are you going to be nice to Dawn? Until now, the two of you have been competing, more or less, and possibly you've not quite trusted her. Free Dawn now, however, and you'll appreciate her help later.

An Alternate Way of Getting Through the Level

- One way to get through this level is to fight the Ru-Loi until you're badly hurt or low on magic, then retire to a tunnel to recuperate and heal yourself. Keep killing them until they're all dead.
- There's an alternate method. If you can make yourself invisible, you can avoid fighting the Ru-Loi entirely, make your way to the Great Forge, and enchant a weapon that will *really* kick some alien invader butt!
- You can make yourself invisible with a Prism Spell, if you have it. You can also make yourself invisible with the Coward's Shield, which you can find upstairs in the Egg Chamber.
- Careful! The Coward's Shield provides almost no physical protection! Get into a fight and you could take some serious damage.
- Stay invisible as you click the various switches, climb the plasma stairs, and cross the plasma bridge. Get some decent armor, then fight the Hive Lord to lower the force field. After enchanting one of your weapons, return to the caverns and dispatch the Ru-Loi in a pleasantly therapeutic splatter of alien blood.



The Ancient Huline Temple

Here you are again, back at the point where you began the Second Sphere. You won't be able to enter until you've retrieved the Dreamstone from the Ru-Loi Citadel.

Entering the Temple

- You can enter the Temple if you have the Dreamstone. Click the Dreamstone above the doors to open them.

What to Do

- Find the first Bowl Altar. Does something go in those bowls? Explore. Find another Bowl Altar. What goes in those bowls?
- You might find a clue in the chapel with altars to the God of Life and the God of Death.
- The Aloe Leaf goes in the blue bowl. The Poison Paint goes in the red.
- Place both the Aloe Leaf and the Poison Plant in the bowls on the first altar. This causes the floor to lower.
- Drag the Caretaker's body from the entrance and place it on the raised altar. Lightning incinerates the body. You may have to move it around a bit.
- You may need to position the body very carefully. Wait a few seconds and, if nothing happens, try again.
- Find a concealed door.
- It's to the left of the first bowl altar, behind the tapestry.
- There's a healing pool beyond the second bowl altar. Click on the pedestal to get the Crystal Shard.

In the Lower Halls

- The Caretaker's body that you thought you incinerated has been teleported down here. You've got to do *something* with it. What?
- Click the button near the body. This moves it on the conveyer belt into a machine.
- The body has been mulched! What do you do with *that*?
- Drag the trough to the next machine and send it along the conveyor belt. When it appears, take the statuette.
- Watch out! That scuttling you hear is caused by Hive Warriors!
- They're everywhere downstairs. Sometimes they'll ignore you.

- Sometimes they won't! You may have to kill a number of them.
- The Hive Warriors are nuisances to say the least, but not a part of any of the puzzles you face here.

Some Other Things to Do in Here

- You may kneel before either the God of Life or the God of Death. Use the crouch control (press C) to kneel.
- You will get an Aloe Leaf from the statue of the God of Life.
- You will get a Poison Paint from the statue of the God of Death.
- In addition, a secret shelf opens, revealing a Catring.
- The Priest's Bedroom has several secrets.
- Click on a bedpost to open a secret chamber.
- Ignite the candle and lamps with a spark, then click on the feather quill to open a secret passage.
- In the kitchen, click on one of the tiles on the wall to break open the wall and reveal a secret passage.
- You must find an iron flute.
- It's inside an open coffin on the lower level.

The Statuette Room and the Balance Room

- Find the secret library next to the chapel with the second bowl altar.
- There's a secret door behind a wooden panel in the chapel. Click on the wooden door to the right of the altar to find the Secret Library.
- Click the button on the south wall of the Library to open the Statuette Room.
- The Statuette Room isn't here.
- Try the dark room between the first bowl altar and the chapel.
- Do any of those shelves appear to be missing something?
- Place the statuette on the empty shelf. An altar appears, giving you a crystal shard.
- Find the Balance Room.
- What do you have two of?
- Place a Crystal Shard in each bowl of the balance. This opens a secret door.

Three Pathways

- Click the Dreamstone on the receptacle to raise a spiral stone stairway beyond the Balance Room.
- You must face three pathways: The Path of Life, The Path of Death, and The Path of Balance.
- On the Path of Life, you must jump from one stone block to the next to get to the other side.
- Try working your way along the north side.
- You need to complete the path with a mighty leap.
- You might be able to jump farther if you're a lizard.
- Try using the automap to align yourself precisely before the longer jumps.
- Watch out! Chain Sparks! You must survive the Chain Sparks to reach and click on a Jkar Idol. Always check for treasure before taking it.

- Be careful! The path curves, and you can easily fall off.
- The sparks probably won't kill you. If you prefer, use a protection spell to get through safely.
- On the Paths of Death, you must travel down three paths.
- Do those heads floating above the flames remind you of anything?
- Maybe a spell group you're carrying?
- Try casting a Level 1 Mist of Doom spell against each floating head in turn. This puts the fires out for a moment, enabling you to get through.
- Don't have the Mist of Doom spell group yet? You'll have to make one passage through the flames without it, then.
- Try running. *Fast.* If you survive—and don't fall off the narrow path—you can pick up Mists of Doom at the end of the path, by the button. But save your game first! You're going to take a lot of damage in that fire!
- When all three buttons have been pressed, a bridge lowers.
- Cross the bridge, go past a spiral golden door, and find another Jkar Idol.

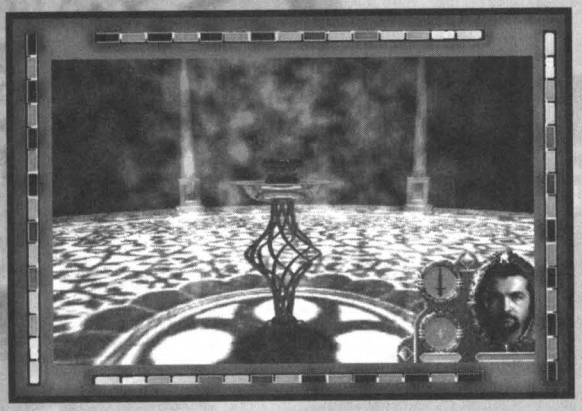
An Ancient God Speaks

Lovely tapestry, isn't it? Take a closer look. As you might remember from the Draracle's Museum, tapestries sometimes hide important secrets.

- On the Path of Balance, the entire room teeters back and forth.
- You also have some help in the form of lots of Lamplights.
- Try killing a number of the Lamplights to slow the floor's motions.
- With the floor immobilized for the moment with one side up, click on the two switches there. Kill some more Lamplights and tilt the floor again to get at two more switches on the other side.
- With all four switches pressed, a door opens.
- Beyond the door is a third Jkar Idol.
- Check for some other goodies behind the altar with the idol.

Beyond the Three Pathways

- You have some traps to get past in order to get out.
- Watch out for that pool of oil!
- Do you remember the oil trap in the Huline Ruins?
- The oil ignites if you step in it.
- An Iron Flute placed in the proper recess causes half the oil pool to be covered, allowing you to get across safely.
- This time those spinning blades won't break.
- You have to crouch and jump to get past them.
- Or, maybe there's a secret passage here, like there was in the Huline Ruins?
- A large boulder emerges from behind to crush you.
- Run fast and click on those two buttons to block it.
- Step onto the platform beyond and watch three wooden cases descend from the ceiling.
- What do you have three of?
- Place a Jkar Idol inside each case.
- The cases create a magical bridge, opening the way to the Elevator Room.
- Enter the Elevator Room. Then, using Lamplight corpses, weigh down the broken elevator and descend to ...



The Chamber of Voices

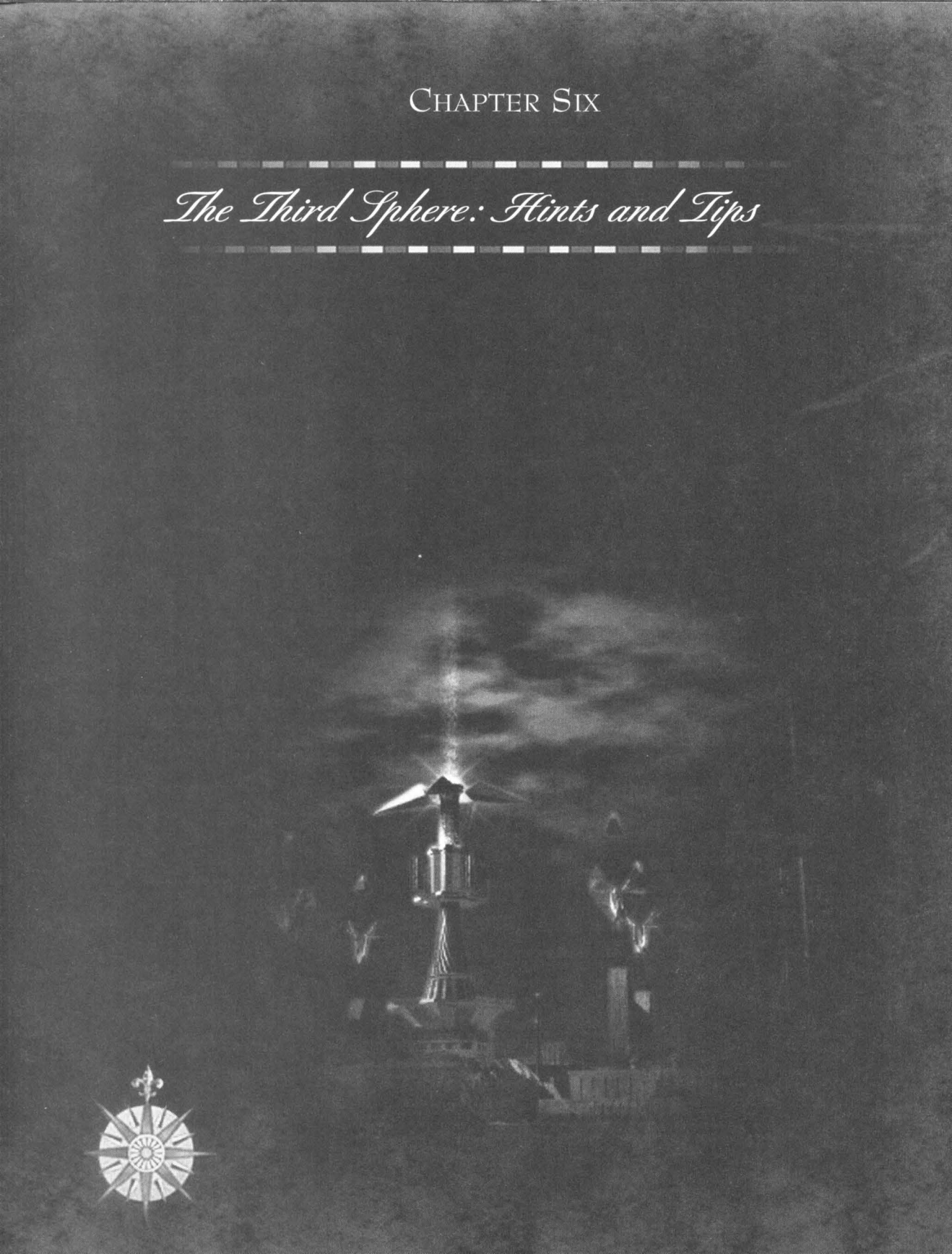
This is your final challenge within the Second Sphere. You have to face another Hive Lord and emerge victorious.

Entering the Chamber of Voices

- You'd better still have your Dreamstone on you!
- Here you meet the second Hive Lord. Stop and have a word with it first.
- After speaking with the Hive Lord, you must fight it to the death.
- Touch the doors to the northeast to enter the council chamber and altar Have your Dreamstone ready!
- Try hitting it with a Level 5 spell, then wade in with your best sword. Keep moving!
- The doors to the southwest lead to a teleporter that returns you to the Jungle.
- After viewing the Ancient spirits, click the Dreamstone on top of the alter.
- This raises the long-submerged City of the Ancients from its watery grave, and sends you to the Third Sphere.

Chapter Six

The Third Sphere: Hints and Tips



This is a Demigod Chapter. It contains hints and tips, ranging from vague to fairly detailed. Reading the more specific clues in this chapter can give away a lot in the way of game secrets and surprises. In addition, reading the entire chapter will give you a good idea of where you must go and what you must do to complete the game. Do NOT read this chapter all the way through if you want to preserve some of the mystery and suspense of the story.



This chapter covers the five specific areas you'll encounter within the Third and final Sphere of *Lands of Lore: Guardians of Destiny*. A list of hints is provided for each major problem. As in the first two Spheres, the earlier hints in each series are deliberately vague; as you move down the list, though, they will become more direct and specific. Use a 3x5 card or a piece of paper to cover up the lower hints for each section if you want to have the chance of solving the puzzles with minimum help.

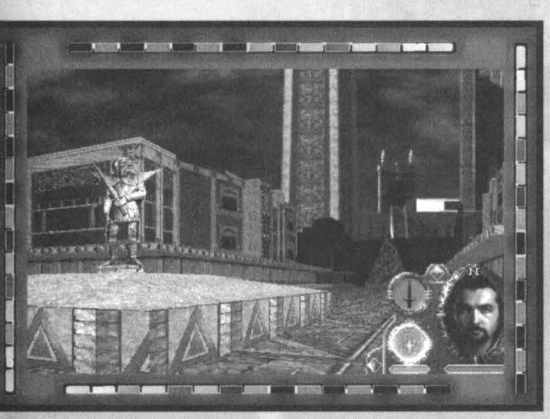
You are now entering the last few twists and turns of the game. By now, you should have a better understanding of Luther's curse and how to control it, as well as a pretty good idea of what remains left to do to complete the story. We won't be quite as generous with our hints here, now that Luther is approaching godhood. There are several unpleasant surprises lurking in this final sphere, so be careful!

THE THIRD SPHERE

To reach this point in the game, you've spoken with the dead, retrieved the Silverleaf, become a Tuani Warrior, ventured through the Claw Mountains to the Citadel of the Ru-Loi, returned with the Dreamstone to penetrate the secrets of the Huline Temple, killed the Hive Lord within the Chamber of Voices, and raised the lost City of the Ancients from its watery grave.

Pretty impressive! Now what?

Now, it's on to the City of the Ancients!



The City of the Ancients

This vast city rises from the depths, where it has lain hidden for millennia. You must solve a number of puzzles to get through this level, at the end of which you will find the Mantle of the Ancients, empower yourself, and proceed to meet your destiny.

Getting Started

- An elevator door opens magically as you approach.
- You will find yourself in an enormous place. Take your time exploring and finding out where things are.
- Those red, amoeboid things are dangerous. Keep your distance!
- They seem to act like street cleaners. If so, they're the reason the City doesn't have rats ... or, given the fact that it's just been raised out of the sea, streets clogged with seaweed and dead fish.
- Usually, you can outrun them. If you have to fight, remember your protection spell.
- The street cleaners are susceptible to cold. After generating a Level 2 healing-protection spell on yourself, try using a Mist of Doom spell on one, then whacking away at close range with your sword.

The Layout of the City

- The City of the Ancients is composed of four major puzzles.
- Each major puzzle is centered on one of four large, circular rooms with massive, black obsidian pillars inside, located at the city's northeast, southeast, southwest, and northwest corners.
- You must solve all four sets of puzzles to open the obsidian pillars. Inside each is another puzzle to solve, which will ultimately lead to the Mantle Shrine.
- The puzzles are quite different from one another, and some require that you solve other puzzles in the city to proceed.

- There are several minor puzzles accessed from various city streets.
- The first thing you must do is turn on the city's water.
- The water supply is not located near any of the obsidian tower complexes. You can find it, however, by following a dry water channel that you will find near the northeast tower.
- A large fountain is located at the end of a north-south street at the extreme south of the city. The fountain is dry. A sphere is floating above it.
- To start the water, you must shatter the sphere.
- To shatter the sphere, you must first freeze it.
- The Mist of Doom spell makes things very cold.
- Try casting a Mist of Doom spell at the hovering sphere. When it becomes covered in ice, you can shatter it with a sword. This will set the water flowing throughout the city.

The Northeast Tower Puzzle

- The various puzzles can be completed in any order.
- The obsidian tower in the northeast corner of the city lies behind a room with plots of earth and a translucent, yellow pyramid.
- The room with the plots and the pyramid is the city's arboretum.
- After you turn on the water, a yellow crystal appears inside the door. You can let water flow into the earth plots by clicking on the crystal.
- You can plant various pharmacopoeia items in the plots. For example, planting some cave aloe yields an aloe plant that you can harvest later.
- You will need at least one Silverleaf to complete this puzzle.
- Plant a Silverleaf in the pool at the base of the pyramid.
- For the plants to grow, time must pass.
- Can you find an hourglass?
- There is an hourglass at the north end of the arboretum, between the steps leading to the obsidian tower.

- Click on the hourglass. The Silverleaf will grow, breaking the pyramid.
- A cloud of flame emerges from the pyramid, drifts into the obsidian tower chamber, and opens the door in the tower's side.
- If you have no Silverleaf with you, there is some to be found in the city. However, to get it, you will need a piece of ivory.
- There are four pieces of ivory in the city. However, you will need all four to complete one of the puzzles. If you have the extra ivory you found inside those vases in the Draracle's Museum so long ago, you're way ahead of the game!
- If you use a piece of ivory to get some Silverleaf, you can retrieve the ivory afterward.
- The puzzles that enable you to get ivory in the city are described elsewhere in this section.

The Northwest Tower Puzzle

- When you enter the tower complex at the northwest corner of the city, you'll find yourself in a shifting maze. (I *hate* it when that happens!)
- Various walls, blocks, and columns rise and fall, complicating your passage from one end of the area to the other.
- Four objects are floating above the maze. One, a rotating green sphere, is firing bolts of plasma at intervals at a closed, golden door on the other side of the maze.
- Your goal is to lower that golden door so that the plasma bolts can hit a translucent pyramid behind them.
- The other three floating objects are a spinning, solid cube of stone, a mass of flame, and a cloud of frozen air or vapor. You must destroy all three to lower the door.
- Ride one of the rising walls or columns up to the upper level of the maze. From here, you can reach the floating objects.
- The solid cube is easy. Hit it with your sword.
- Fire can be put out by cold. What do you have that's cold?

- Try a Mist of Doom spell on the fire. It worked in the Paths of the Dead, didn't it?
- The frozen vapor needs heat to melt it.
- Sparks don't work, but a fire spell might.
- If you have a Pyro Pod, try turning your Spark Spell Group into a Flame Spell Group, and blast the vapor with flame. That should do the trick!
- With all three objects destroyed, the pyramid will be shattered by a plasma bolt and emit a drifting cloud of flame. The flame will pass into the chamber with the obsidian pillar, and open the pillar's door.

The Southwest Tower Puzzle

- In the southwest corner of the city, doors open as you approach to reveal four crystal cylinders, each with a receptacle in front for a distinctive shape.
- Do you have anything that would fit the locks?
- An ivory chip will fit the lock.
- If you found the two ivory chips in the Draracle's Museum, you're already halfway there.
- You will need four ivory chips in all to complete the puzzle. Fortunately, there are four chips hidden in the city.
- Unfortunately, two are linked to rather insidious traps.
- Go through the city, exploring the open doors leading off into the various buildings. Some rooms will have items of value. Some will be dangerous.
- When you have collected four ivory chips, bring them back to the southwest corner of the city and place them in their receptacles. The translucent pyramid will break, releasing a cloud of drifting flame.
- Follow the flame through the door beyond the cylinders. It approaches another obsidian pillar and opens it for you.
- Need help getting the ivory? Check the hints under "Getting the Ivory Chips," on page 128.

The Southeast Tower Puzzle

- In the southeast corner of the city, a room leads off to the west from the now-familiar, circular room with the obsidian pillar. Beyond the canal are three sets of doors with fireburst symbols. Welcome to the Firewall Puzzle!
- Explore the doors. Some, you will notice, open on a window showing more double doors beyond. Others give you access to a hallway and six sets of doors, three leading west, three going back east. In each set of three, only one set of doors goes all the way through to the next tier.
- Past four lines of double sets of doors, you will enter the middle set and find yourself confronted by an immense, floating head, and a fountain of what looks like oil. The temptation to spark that oil is tremendous, but...
- *Don't* spark it yet! You've got some preparations to take care of first!
- When you spark the oil, it explodes, and a wall of flame explodes toward you. You will have to run for it ... but if you have to stop at each set of doors, you *will* fry before you get far enough away.
- The doors, unfortunately, close behind you once you go through, regardless of which way you go through.
- Does this give you an idea?
- Go through each set of doors. Then turn and open them again ... but do not go through. Make sure all other sets of doors are closed.
- This will give you a free path through open sets of doors.
- When all is ready, try turning into a lizard before sparking the oil. You still have to move fast to survive this one!
- When the explosion starts, run as fast and as accurately as you can. When you emerge from the last set of doors, leap over the canal and run all the way to the east side of the room.
- If the canal is not filled with water, you will still die. Only the water protects you once you get across!
- The burst of flame will shatter the translucent pyramid, making it emit a drifting fireball that will open the last obsidian pillar. Whew!
- If you really want a challenge, a magical artifact, the Dark Bow, appears beneath that head when you spark the oil. Can you grab the bow *and* run fast and accurately enough to still get away?

Getting the Ivory Chips

- You can get up to four ivory chips in the City, if you are fast and cunning.
- Two can be found in rooms off the boulevard leading to the northwest obsidian tower.
- A third is in the same general area, northwest of the big central complex of the city.
- A fourth can be found in a small fountain in a circular area south of the central complex of the city, just around the corner from the thoroughfare leading to the water fountain.

The First Chip

- Simple ones first. The fountain in the south has an ivory chip floating at the top. Somehow, you have to get it, but you can't quite reach it.
- Somehow, you have to freeze that water.
- A Mist of Doom spell works if you don't happen to have an ice-throwing weapon.
- Throw a Mist of Doom spell and the water freezes. Attack the ice with a sword, and it shatters. You can then pick up the ivory chip. That's one!

The Second Chip

- A second easy one is on the south side of the thoroughfare leading to the northwest pillar. You enter a room with a statue of a leering goblin. Opposite is a door to another room, with a second goblin hanging in infinite space. He has an ivory chip in his hand.
- How do you reach it?
- This one requires a leap of faith. Or, more precisely, a step.
- Remember the third Indiana Jones movie? Go ahead. *Step*...
- The path is invisible until you step on it. Walk straight out toward the floating goblin, get the chip, and return. That's two!

The Third Chip

- The third one can kill you! Be careful!
- A room just off the central city square, on the northwest side, has dragon orbs in rooms off to either side, and an energy fence blocking the way to the third ivory chip.
- Spark the orbs. This lowers the energy fence, and raises the gates beyond. The ivory chip is in plain view, yours for the taking...
- A word of warning first. Line yourself up before clicking on the chip, and make sure you know the way out.
- When you're ready, click and run. As soon as you grab the chip, the lights go out, leaving you in total darkness.
- The room also starts to fill with water. Unless you can reach that ramp below the door, you'll drown!
- Click, turn, and run straight south. Reach the top of the ramp and jump. You should be able to exit the deadly room with your prize. That's three!

The Fourth Chip

- The last ivory chip is tough, certainly a lot tougher than it looks at first! You'll find it off the boulevard on the way to the northwest obsidian pillar.
- You'll find a room with a square recess in the floor, and a box that fits the recess perfectly. Go ahead and move the box into the first recess.
- A corridor off to the right as you come in leads downstairs to a second room, with a recess and a box like the first. Go ahead and move the second box into place. This opens the way to another room with another box, but no recess.
- At the east side of this room, two sets of steps lead up and around. You'll find another goblin figure—haven't we seen this guy before?—and he's holding the fourth ivory chip!
- Don't grab it yet! There's a catch!
- When you click on the ivory chip, the ceiling begins coming down. Move slow and you'll get squashed!

- Trouble is, you also get squashed on the stairs—and in the room below, you either get squashed or trapped to one side or the other as the ceiling keeps coming down. And the west wall is too high to jump!
- Before making your move, shove the last box up next to the wall you will need to jump on your way out. Then, go stand by the goblin. You might prefer changing to a lizard at this point, because you will need *all* of your speed.
- Click on the ivory, then run, threading your way through one of the doors, down the steps, across the middle of the room below, up on the box, and over the top of the wall.
- Congratulations! You got all four!

Getting Some Silverleaf

- Didn't bring any Silverleaf with you? Too bad. You need to have Silverleaf to open one of the obsidian towers.
- Your *best* bet, of course, is to bring some Silverleaf with you to the City of the Ancients. Didn't we warn you about that in the last chapter?
- There *is* some Silverleaf available here, but you'll need an ivory chip to get it.
- The Silverleaf is in a room toward the southwest corner of the central square. The floor ends in an abrupt drop-off into blackness.
- Find a pedestal to the east with the outline of an ivory chip in it. Place the chip into the receptacle. This causes a ball of light to be shot through the streets. Follow it until it hits a wall. Click on and open the secret wall. Do it again and the sphere will raise the floor for three seconds.

Within the Obsidian Towers

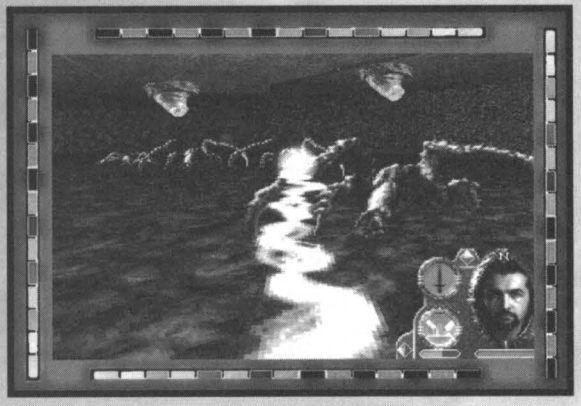
- Once you've opened each obsidian tower, you're going to want to go exploring. It's worth the trip! First off, you can pick up a Storm Crystal at the doorway leading into each pillar.
- Up the steps and around, you'll find an ornate dragon box before a large, pearly sphere.
- The sphere is a teleporter gateway to the Nether Realm, an alien, *different* kind of space with certain counterparts in this world.

- Push or pull the dragon box through the teleport sphere. You'll find a hole in the floor on the other side which is exactly the right size and shape to receive the box. Slide it into place.
- Now take some time to explore a truly magnificent vista of stars, galaxies, and worlds.
- When you slid the dragon box into place, a golden crystal appeared out on that vast, galaxy-lit plain.
- Go touch that crystal. When you do, the ground shakes, and a part of a massive tower rises in the center of the Netherworld Realm.
- Check the area on your automap. Does that design remind you of something else you've seen on a map recently?
- As you grow a part of the Grand Tower in the Netherworld, you are also growing part of that tower in the heart of the City of the Ancients.
- Each time you open another obsidian tower, you must perform the same set of tasks: drag the dragon box through the teleport sphere, put into its niche, and click on the yellow crystal to raise another section of the Grand Tower. There are four such sections in all, one for each obsidian tower.

The Mantle Shrine

- When all of the portions of the Grand Tower have been raised, you are ready to face the final challenge within the City of the Ancients.
- The tower you built in the Netherworld has been raised section by section at the center of the city. A black entrance charged with lightning awaits you.
- Enter the Grand Tower. Walk down the short hallway beyond, and pause outside the double golden doors. Prepare your weapons and spells. You are about to face the third incarnation of Belial as a Hive Lord, more powerful, more deadly than the previous two. Try putting on a protection spell first.
- Be sure to save your game!
- When you are ready, open the door. Belial greets you, suggesting that the two of you work together.
- When you've heard enough, attack!

- Physical weapons are not very effective against Belial. However, Darkstorm is an excellent weapon here. Try starting the fight with a Level 5 Lightning Stroke, followed by some high-level Mist of Doom spells. Wield Darkstorm bravely, while hurling other magical weapons as you get the chance.
- When Belial is dead, the far door in his chamber explodes open. Go through.
- Have you been playing Luther as good or as evil? Depending on your past actions, you may meet Baccata here. He may try to stop you from reaching the Mantle of the Ancients.
- After defeating Baccata. Go through to the Shrine and empower yourself at the Mantle of the Ancients by stepping into the power field you see in the next room. Once you are empowered, it is time to find the Subterranean Caverns.



The Hive Caverns

You'll reach these caverns from the newly risen City of the Ancients. This is your path through to the Hive Mother, and to Belial himself.

Finding the Way

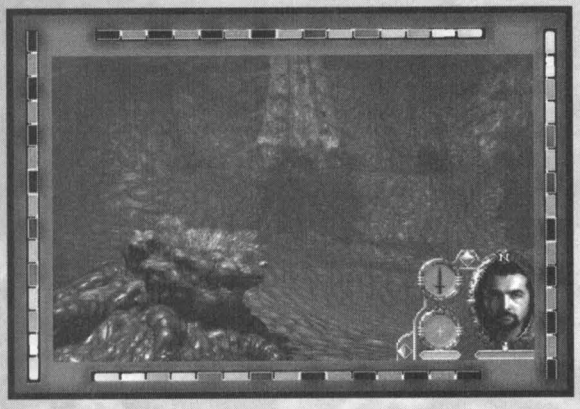
- The way to the Caverns can be found in the City of the Ancients.
- On the east side of the city is a door opening to a long corridor lined with statues. As you enter, the statues fire bolts of light at one another, making your crossing painful, although not dangerous.
- Along the way are six doors, three to either side. Within are dragon orbs. You must spark all six orbs.
- Look for a hidden passage in the first dragon orb room to your right as you enter! A Jeweled Scarab waits within.

- Grab it and run! A fireball will crackle at you as you take the Scarab.
- At the far end of the hallway, a door opens into a circular room with a strange centerpiece.
- It looks like a basin or fountain, with the petrified necks of small dragons rising from it. In the center are gorgonite nodules. Blood stains mark the carpet.
- Beyond is another room, similar to the first ... except that this one sports a living, breathing dragon.
- The dragon will not attack you.
- The dragon is your key to the next level.
- The dragon is actually rather cute, but remember who you're dealing with here...Belial, an evil, Ancient God. You can expect the key to his world to be unpleasant.
- All of the other dragons in the two rooms have been killed, their heads cut off, their blood staining the floor.
- You must cut the dragon's throat.
- Try jumping onto the rim of the basin to get close enough, then use a sword or other blade. As the dragon's blood fills the pool, a secret door will open beyond. Hurry through the door.
- Follow the passage beyond the secret door. It leads to a room with a strangely lit floor. Stepping onto the floor teleports you to...

The Subterranean Caverns

- There are *lots* of Hive Warriors on this level. Kill them or avoid them and keep going!
- You need to find the entrance to the Hive Mother.
- Look out for Hive Guardians. These are larger than Hive Warriors, brown, armored, and extremely dangerous!
- You will encounter more Guardians as you approach your destination.

- There are Hive Guardians near the entrance to the Hive Mother. They are being produced from vents in the ceiling.
- You must reach a circular room far to the southwest of the place where you entered this level.
- You will pass another circular area on the way. The place you want is beyond this first room, down the long corridor leading southwest from where you entered.
- If you run, you should be able to bypass most of the Hive Warriors you meet. Watch out for those Guardians, though—they're nasty!
- When you find the circular room far to the southwest of your entrance, look in the western wall for an opening blocked by fleshy pillars.
- Did you forget something, and need to get back to the City? There's a way, but it's not as simple as just going back the way you came.
- In the first cavern you will see four crystals on the floor. Spark the crystals, and a teleport platform appears. This will get you back to the City of the Ancients.



The Hive Mother

Yes, she's the only way to reach Belial. This is going to be a messy business.

- Attack the entrance to the Hive Mother. Her weak point is to the south.
- Watch out for any nasties that followed you into the room!
- Attack the organs of the Hive Mother, moving into her body.
- When you can pick a direction, try going to the left.
- You need to place something on one of the organs.

- Place a war cluster on the pulsating valve. This opens a valve to the left.
- Go left.
- Beyond the valve, look for a dead and decayed organ hanging from the ceiling to the right. Blech...
- Click on the decayed organ and it falls off.
- After a few seconds, a Hive Guardian arrives and replaces the dead organ with a live one.
- Now you can go through into Belial's Chambers.

Belial's Chambers

You're almost there! This is the final set of chambers, the place where it all comes together.

Within the Chambers

- You'll find yourself first on another layer of the Subterranean Caverns, but don't despair. You only need to go forward a few feet, and you're out.
- Have your weapons ready!
- You'll enter the next area and find yourself facing a monstrous statue of the evil god Belial.
- If you've been nice to Baccata in the past, you'll be treated to an exciting—and tragic—movie.
- If you've attacked Baccata in the past, you're on your own! You'll have to face the statue by yourself.

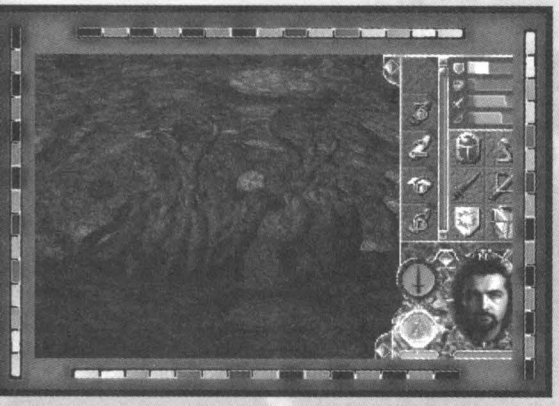
- You must kill the statue.
- Check the statue after it's dead! The Horn of Belial is a potent weapon indeed!
- Continue ahead into Belial's Laboratory.
- The flying things are Light Swarmers. They won't hurt you, but they may steal an Ancient's Stone, if you have one on you.
- Doesn't look like there's any way out of this first room, does it?
- What about those bars in the wall, where the blood is flowing out?
- They're pretty fragile. Try attacking the bars with your sword.
- You must turn into a lizard to get through the tiny opening you've made.
- Be sure you put a protection spell on yourself! That blood hurts!
- And move fast before your lizard drowns!
- But not *too* fast. Stop as soon as you hit dry ground, or you might find yourself in *deep* trouble!
- Can you find three switches on the far side of an acid-filled canal?
- You must hit those switches with missile weapons to close the flood gate.
- Throw the switches again to clear the slime from the next chamber.
- Most bows or crossbows will work.
- Longbow Shift will not. The Axe of the Long Arm will work, although you might have to make a number of throws.
- With the switches thrown, the floor beneath the acid slime will rise, allowing you to walk across to the other side.
- If you fall in, there's a block or pylon to the west that you can scramble up onto.
- Use a protection spell if you venture into that green gunk. It's acid, and it will kill you.
- Don't let yourself be swept off downstream. The acid slime flows into a *deep* pit, and you will die.
- If you didn't bring along a decent ranged weapon, you may still be able to

jump across. You'll have to be lined up *precisely* right, however, and probably have to try many times.

- Next time, bring along a decent bow!
- If you're trying to use the Axe of the Long Arm, that left-most switch may give you some trouble. Try wading into the slime, moving close, looking up, then try to hold your position against the current while you take aim at the last switch. Careful, though. If you lose your axe, you're out of luck. Save first, before you try this!
- Once you're across, follow the path on the far side.
- You'll find yourself dropping into an acid slime sewer. There's *something* nasty in there. Use protection spells to keep from getting hurt!
- Keep moving to the east. Eventually, you'll come to a drop-off into a larger slime canal.
- Drop down the slime canal (yuck!) and follow it around to the south. The ceiling grows lower and you'll be on the point of drowning, but run! The canal will take you to a large reservoir room in the south.
- After entering the inner sanctum, find a set of golden doors. Click on them to enter. (Don't forget to wipe your feet first. They're still covered with acid slime, and that stuff is really hard on the carpets.)
- In the green hallway, look for more golden doors.
- You want the second set of golden doors on the right. Click on them to go through.
- This is Belial's Summoning Chamber.
- You'll know it by the huge, blood-stained symbol on the floor, and four ghostly skulls on the walls.
- Cast Level 1 Mist of Doom spells at the skulls on the walls. This summons Belial's Imp. You'll have to fight him.
- Try ducking back into the corridor to the north to recuperate, and also to keep him from getting behind you.
- Once the imp is dead, you seem to be stuck. The corridor to the north hits

a dead end.

- You need to do something with the imp's body.
- In another room nearby, behind the first set of golden doors, you'll find three fountains of blood, and a circle on the floor beneath another floating skull.
- Drag the body into the room with three blood fountains and deposit him on the symbol on the floor. This opens the way to Belial's Laboratory.
- Have you been playing Luther as good or as evil? Depending on your past actions, an evil Dawn may appear in the blood bowl room. She will try to tempt you.
- If she fails to seduce you, she will try to kill you.
- Move onto the elevator to make it descend to the level of Belial's Birthing Chamber.
- Have you been playing Luther as good or as evil? Depending on your past actions, a good Dawn may appear at the base of the elevator.
- If you encounter the good Dawn, be sure to hear everything she has to say.
- Click on her at least three times. On the third time, she accuses you of teasing her, and gives you the Ruby of Truth.
- Exit Belial's Laboratory through the bloody tunnel to the east and enter...



The Birthing Chambers

Do you know how to control your curse yet? Have you raised your magical powers to the point that you can now expel your curse? You'd better hope so, because this is your one chance to rid yourself of the curse ... and, just incidentally, to save the world.

In fact, when you entered the Mantle Shrine, back in the City of the Ancients, you acquired the power to expel your curse. And now is the time to use it!

The Birth of Belial

- There's not a lot to this level. All you have to do is face Belial himself as he is reborn.
- You've faced several early attempts—the Hive Lords—already, each stronger and smarter than the last. But now you face the *real* test.
- The first room is the Womb. Here, Belial's embryo is awaiting rebirth.
- If you don't have the Mantle of the Ancients, you can't expel your curse. (See City of Ancients for more information.)
- Expel your curse into him, causing him to be born too soon.
- Expel your curse by casting a Level 5 Control Spell into Belial's embryo. Once you do this, you can no longer morph.
- The embryo is the unpleasant-looking lump on the floor, and will reflect your spell back at you, painfully.
- Now, quickly, before he grows too strong ... *kill him*!
- Unfortunately, he's pretty quick for a newborn. You're going to have to chase him down.
- Those imps he tosses at you don't help!
- For a few moments, however, Belial will be weak, both physically and in magic.
- You can do things to retard his development.

- There are three rooms beyond the Birthing Chamber that provide Belial with both health and magical power. These are his Empowerment Chambers.
- In each chamber, Belial will increase in power. Somehow, you've got to keep him from becoming too strong. If you fail, you cannot kill him.
- Speed and accuracy are everything! The faster you move, the less time Belial has to prepare himself.
- Did you, by any chance, bring along some cave crystals from the Draracle's Caverns? You can use them to quickly open doors here. If not, well, you're going to have to bash those doors open. That takes time...and time is what you do *not* have!
- As you race down the corridor, a spell develops ahead of you. Keep moving!

The First Empowerment Chamber

- In the first Empowerment Chamber, you will find a pool filled with a magical liquid. Belial will be draining this pool...and the more he takes, the more hit points he receives.
- You must interrupt him before he drinks his fill. The sooner you can drive him off, the better!
- More imps! You'll have to deal with them first.
- That energy field hurts, but the pool will also improve *your* hit points. However, you can't get across while the energy shield is active.
- You must destroy the crystals on the ceiling to get through.
- Try using a Fireball Crystal on those. You were able to pick some up back in the City of the Ancients.
- A Level 5 Spark Spell will work nicely too.

The Second Empowerment Chamber

- In the second Empowerment Chamber, Belial is drawing mana, raising his level of magical power. Again, the longer he can feed uninterrupted, the more formidable he will be.
- Drive him off, fast, to keep his magic level as low as possible for your final encounter!

- To reach him, you'll have to cross those moving platforms, leaping from one to another to get to the far side of the room. How quickly and accurately can you time and make those leaps?
- It's a lot like jumping across moving ice floes...but you can't afford to waste any time!
- Here, you may meet Scotia, Luther's mother... and you will have to get past her.
- If you can make yourself invisible, she can't see you. She is also susceptible to the power of the Ruby of Truth, if you got it earlier from Dawn.
- Click on the blue orbs on the far side to deprive Belial of their power. You might gain some mana from them as well.

The Third Empowerment Chamber

- This is where Belial keeps his armor. You're in a race against the newborn god.
- Gather all of the equipment that you can find.
- The more of his armor and equipment that you can find and pick up, the better for you, and the worse for him.
- Make your way to the far side of the room as fast as you can.
- But watch it! Those moving columns are dangerous!
- Avoid running into any of the moving objects. If you get beneath the pillars as they descend, they will crush you. If you touch a torch, you will get hit by a firestorm attack.
- The ice columns are the most dangerous. If you touch them, they will subject you to an ice storm attack.
- Remember the puzzle in the Shifting Maze in the City? You must use that to your advantage here.
- A sword works on solid objects. A freezing Mist of Doom spell puts out flames. An icy vapor can be dispelled by fire.
- A floating, rotating block of stone lies near the entrance to this chamber, to your left. Find it and destroy it with your sword!
- This stops the moving pillars.
- A hovering sphere of flame controls the torches. Find it and put it out with a Mist of Doom spell.

- A hovering cloud of frozen vapor controls the ice columns. Hit it with a fire spell to raise the ice.
- You must destroy all three magical items quickly. If too much time passes before you get them all, they will reactivate.
- Belial's Dragonscale Armor—potent stuff that lets you throw and survive devastating fire attacks if you get it all—is hidden in here.
- At the northern end of the room is a doorway blocked by massive, iron pillars. You can smash the door or open it with a cave crystal, but you *must* destroy the three magical items—stone, fire, and ice—to raise those bars!
- At the very end, Belial may conjure up a spectral image of the Draracle to stop you.
- If you've been playing Luther as an agent of Good, and have the Ruby of Truth, you can dispel the Draracle's image easily.
- If you've been playing Luther as evil, you'll run into the *real* Draracle after you've dealt with Belial. And he will *not* be happy with you, believe me!

The Final Confrontation

- Beyond the last Empowerment Chamber is a final room. Here, you will meet Belial and fight him to the death.
- He will fight you with all the magic at his disposal, and may conjure more imps to attack you. Be ready!
- You'll have your best chance if you've driven him from each Empowerment Chamber before he was fully ready, and if you managed to grab some or all of his Dragonscale Armor. Darkstorm and the Horn of Belial are potent weapons against him.
- You'll have to move and fight perfectly, making no mistakes, to defeat this terrible foe.

An Ancient God Speaks

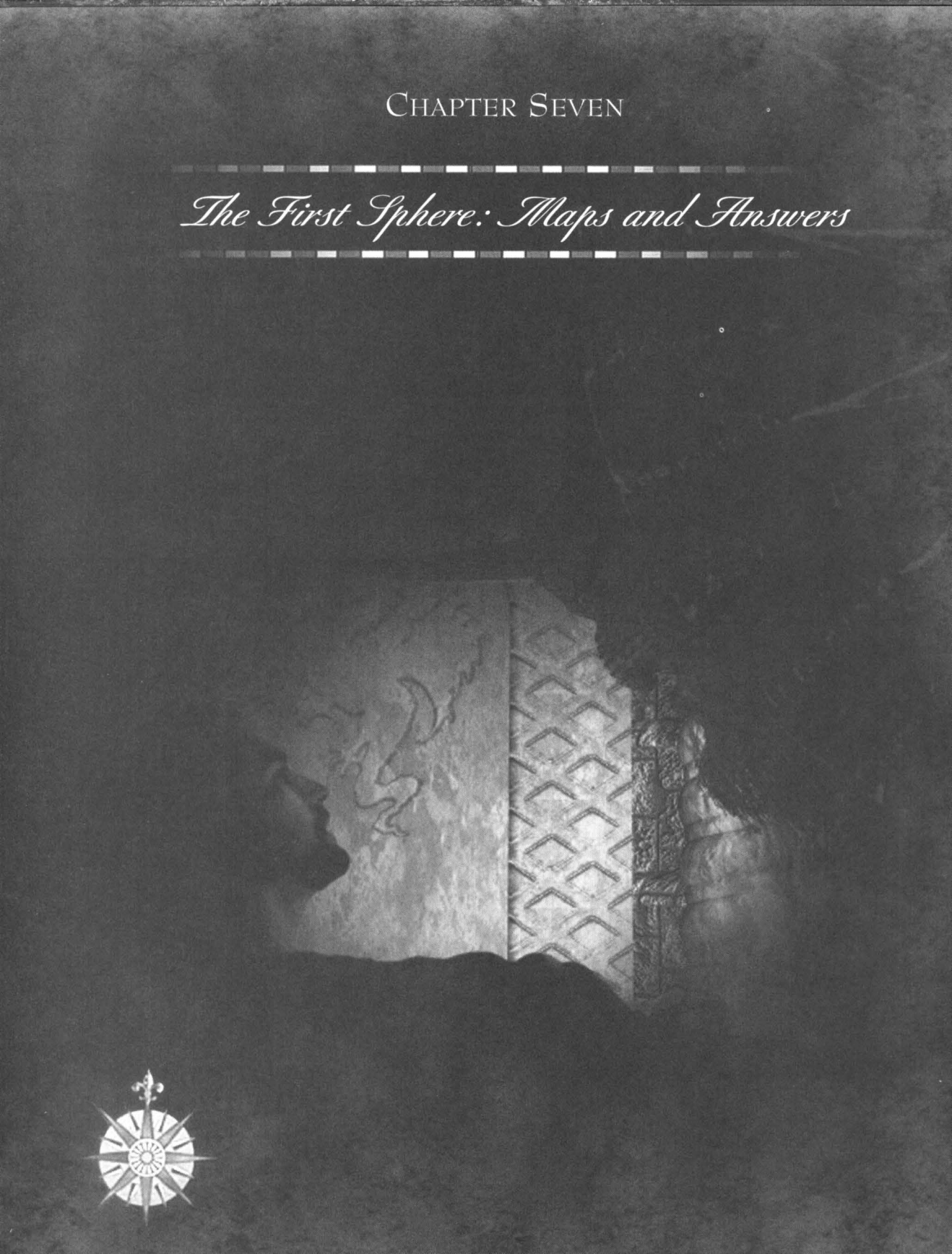
So, you actually did it! You killed the ancient, dread god Belial, saved the world, and —just incidentally—helped me win my small wager. No, you really don't want to know what the odds against you were. I think you can imagine what they were, now that you've come all this way.

There's a problem though, isn't there, my valiant ex-mortal? You began your quest as a curse-possessed, miserable and misunderstood farmer. You stand now in the Mantle of the Ancients, your blood-smeared brow crowned with victory. And there's Dawn, too. She is lovely, isn't she?

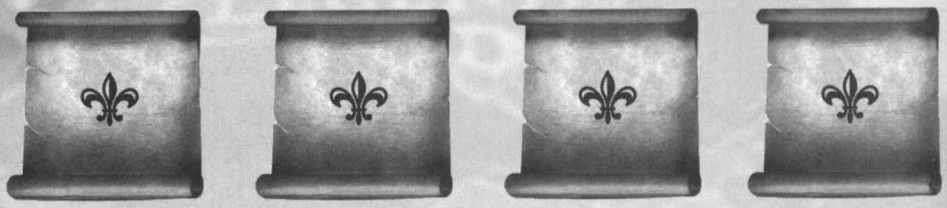
Somehow, I have trouble believing that you will ever want to go back again to your fields and furrows and crops....

Chapter Seven

The First Sphere: Maps and Answers



This is an Ancient God Chapter, with information from omniscient sources! It tells you precisely what you need to do to complete the first series of game levels. Don't look in this chapter unless you don't mind having the suspense and surprise of the story spoiled for you!



This chapter tells you exactly what you need to do to complete each of the Sphere's eight levels. The levels are intertwined; you must go back and forth between them before you can complete the First Sphere. This chapter also tells you where most of the weapons and special items can be found, and it provides you with maps to help you find your way around. At the end of the chapter, a blow-by-blow walkthrough presents one possible way to get through the entire Sphere.

THE FIRST SPHERE

The areas in the First Sphere are:

The Draracle's Caves

The Draracle's Halls

The Huline Jungle

The Hive Caves

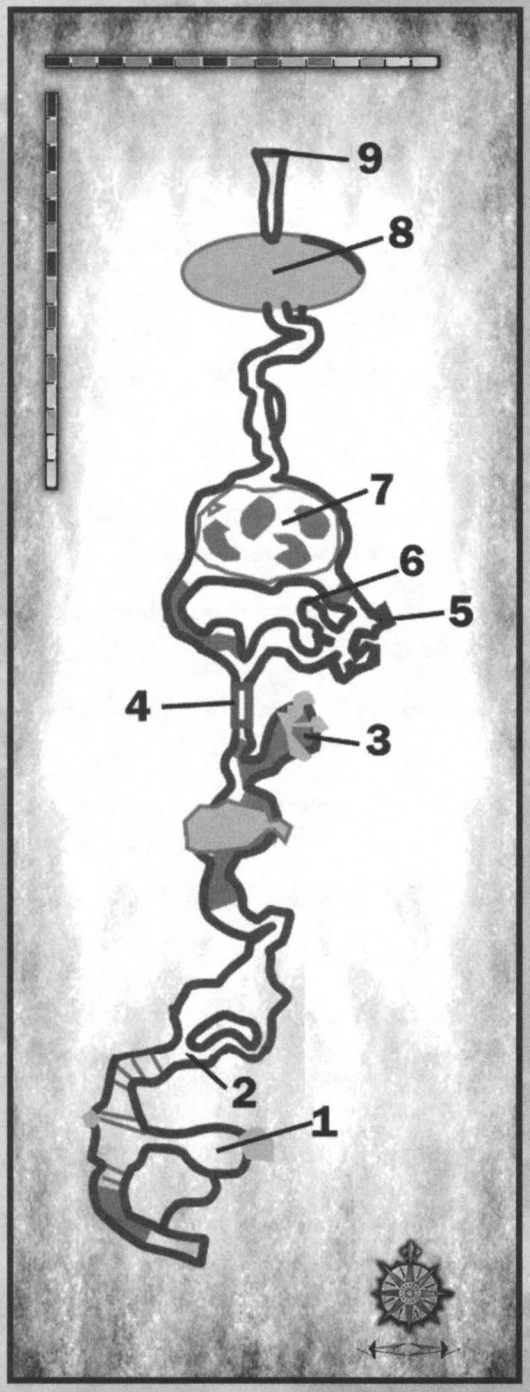
The Huline Village

The Huline Ruins

The Huline Monastery

The Dark Halls

The Draracle's Caves



1. Begin
2. Change into either lizard or beast
3. Waterfall Grotto
4. Move pillar to continue
5. The Old Orc
6. Room with crates and weapons
7. Fire pit and giant cockroach
8. Bridge
9. Doors to the Draracle's Chambers

Things that Might happen on this Level:

- If you try to get out of the cave by the south exit, you will get killed.
- You can click on three lights and watch them fly off through the cavern to the north, leading the way to the Draracle.
- You can get attacked by cockroaches. (How humiliating!) They might steal your aloe if you have any.
- You can peer through a crack in the wall and watch a conversation between Kenneth and a guard.
- In the Waterfall Grotto, you can drown one of your pursuers by smashing the stalactite above a waterfall and causing a flood. Afterward, you can pick up the guard's armor and weapons and some Mana Foil floating on a plank in the middle of the pool.
- To slow pursuit, you can smash through a worn stone pillar to cause part of the ceiling to collapse, or you can ignite a pool of oil.
- You can find the Old Orc, have a conversation with him, and find the shield and maces in a nearby room.
- You can find the locked door in the Orc's lair, break the chain to open it, and find an Ancient Magic Stone inside.
- You may encounter a giant cockroach in one of the tunnels leading to the Fire Pit. This is a tough battle, but worth the experience.
- You can enter the Fire Pit and find another Giant Cockroach.
- You can have a confrontation with Kenneth just before the bridge.
- You might find a switch beside the entrance to the bridge that gives you access to a small room with some useful items in it. Switches on the wall raise or lower various doors there. You can't enter the room until Kenneth has made his escape and called for reinforcements.

Things to Get on this Level

- Green Crystal Stalagmites
- Cave Aloe

An Ancient God Speaks

Cave Aloe. It's good stuff. You can find it in the caves you're in now, and there's some at the entrance.

- Short Swords and Shields (from the guards after you kill them)
- Orc Maces and Shield (from an upper chamber in the Orc Lair, after stacking some boxes to climb up to it)
- Stone of Ancient Magic (in a secret chamber in the Orc Lair, after breaking the chain next to it)
- Halberd, Hand Axe, and Shield (in the waterfall grotto, after triggering the flood)
- Mana Foil (in the waterfall grotto, after triggering the flood)
- Guardian Sphere (in the secret room before the bridge)
- Pyra Pod (in the secret room before the bridge)
- Light Crossbow (in the secret room before the bridge)

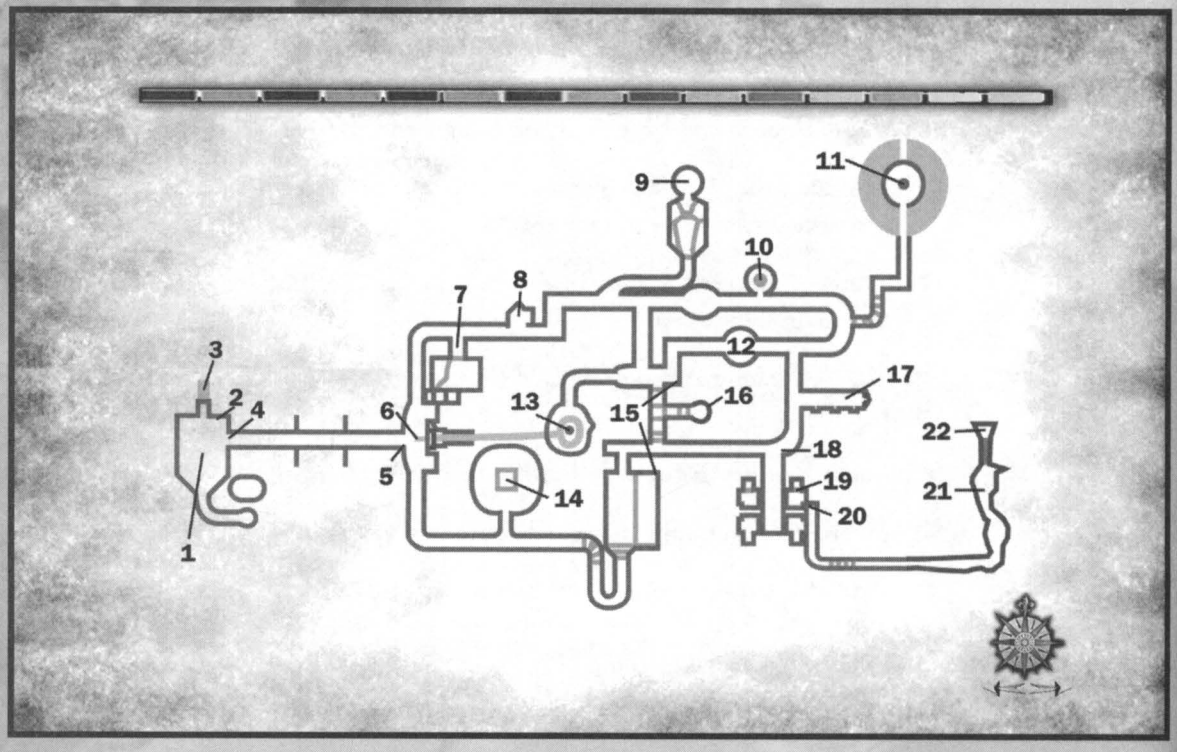
To Complete this Level, you *Must*:

1. Go north through the caves to the Draracle's Chamber.
2. Pass the first roadblock along the way by morphing into either a beast or a lizard.
3. Move one of the blocking columns aside to get through.
4. Open the door at the far side of the bridge to enter the Draracle's Chamber.

An Ancient God Speaks

Bring Cave Crystals along with you. Having them is not vital, but as I gaze into your future, I see you will need them later on. Bring along three or four during your travels.

The Draracle's Halls



1. Begin in outer room with sword, armor, and Champion's Stones.
2. Switch opens the way to the Shining Path.
3. The Shining Path. You can bypass the Museum of the Draracle entirely by exiting here.
4. Touch the tapestry and the wall behind it to enter the Museum. Doors seal off the hall behind you after you go through.
5. Skeleton's Key
6. Museum Orb
7. Hologram of the Great Worm
8. Dragon's Heart Statue
9. Corpse of Belial
10. Thohan's Great Sword
11. Longsword Prism
12. Speaking Stone Exhibit
13. Axe of the Long Arm
14. Last Stone of Bezoar
15. Vases with Ivory Chips
16. Room with Lightning Crystals
17. Art Gallery
18. Time Travel Exhibit
19. Giant Hourglass
20. Access to secret passage
21. Antechamber with Dragon's Blood
22. The dragon and free passage to the South Continent

Things that Might Happen on this Level

- You can elect to bypass the Museum by throwing the switch that lowers the bars to the Shining Path and going through.
- You can use the Skeleton Key to listen to recorded messages throughout the Museum.
- Skeletons will attack you and try to steal the key. You must get it back.
- You can ignite unlit torches with your Spark Spell.
- You can smash vases. Two of the vases have Ivory Chips in them.
- You can take the centerpieces of the various exhibits, including the Longsword Prism, Thohan's Great Sword, and the Axe of the Long Arm.
- You can touch the corpse of Belial and cause it to vanish.
- You can attack the Last Stone of Bezor to break off three Fire Crystals. Charge the Fire Crystals by putting them in the flames. These flames are magical and can charge dead crystals.
- You may find a skeleton moving some loose bricks around in a small room. A Lightning Crystal is hidden behind some of the bricks.
- You can spark the Dragon's Heart Statue behind a gate and reveal two Dragon Gems, the smaller of which you can take.
- If you lose your Skeleton's Key, you will be unable to open the bars blocking the Time Exhibit, and you won't be able to complete the level.

Things to Get on this Level

- Fine Long Sword
- Chain Mail
- Champion's Stones
- Skeleton's Key
- Longsword Prism
- Thohan's Great Sword
- Axe of the Long Arm

- Healing Scrolls
- Summons Scroll
- Spark Scroll
- Lightning Crystal
- Fire Crystals
- Ivory Chips
- Speaking Stone
- Dragon Gem
- Dragon's Blood
- Coco's Cap

An Ancient God Speaks

Don't forget the Ivory Chips. You'll find one in a vase in the corridor where you find a speaking stone. The other is in the northeast corner of the big room near the Bezoar's Gem.

Hold onto the chips. They figure prominently in a puzzle later on!

To Complete this Level, you *Must*:

There are two possible paths to completion in this level:

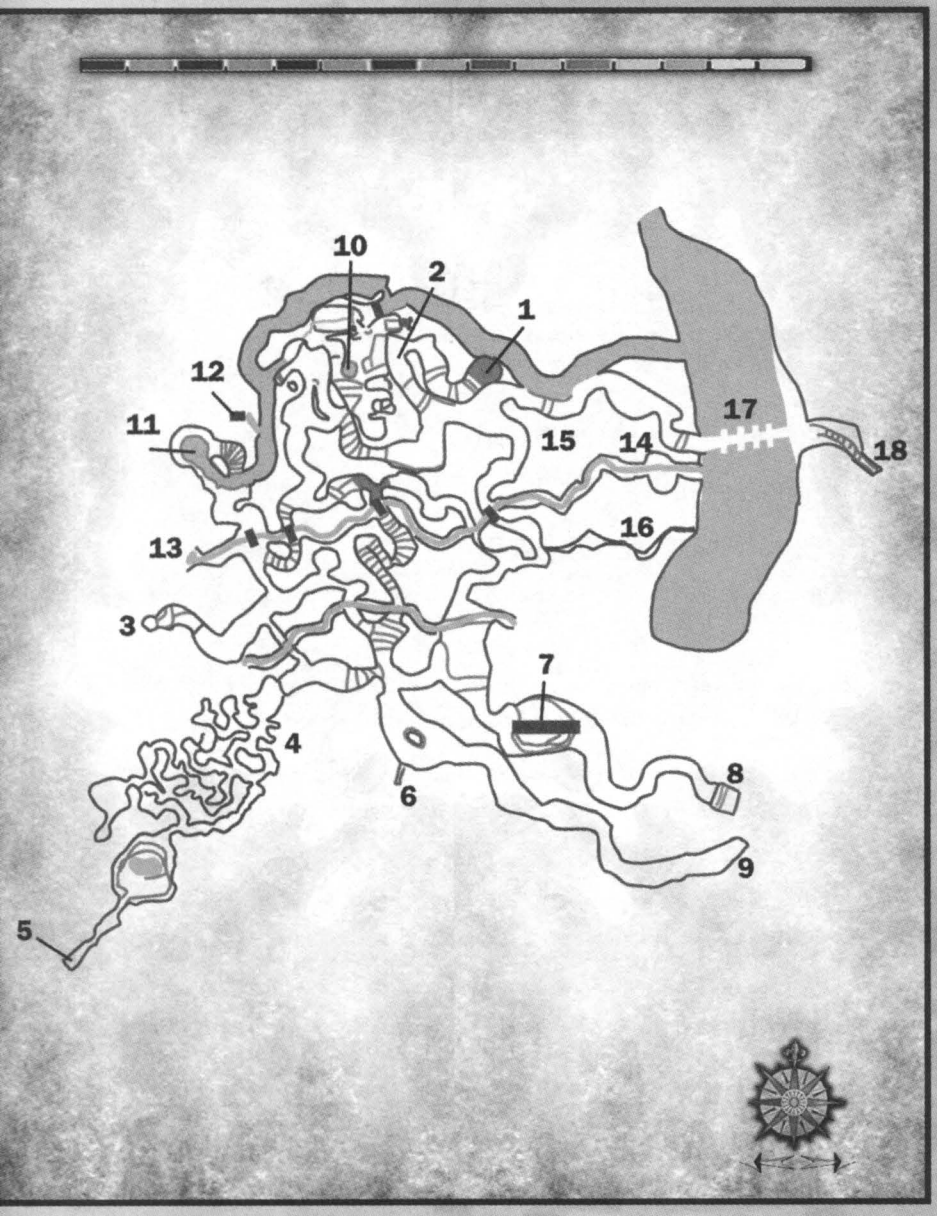
Option 1:

1. Proceed directly through the Shining Path to the Southern Continent.

Option 2:

1. Find a Skeleton's Key.
2. Use the key to open the Time Travel Exhibit inside the Museum. If you've lost your key, there's a switch behind the painting of Gladstone.
3. Break the Hourglass.
4. Smash through the east wall and go through before you die of old age.
5. Click the locking bar to open the final door.
6. Click the dragon to get him to fly you to the Southern Continent.

The Huline Jungle



1. Begin
2. Village Gates
3. Kityara's Weapon Shop
4. Thorn Maze
5. Entrance to the Hive Caves
6. Lizard exit from the Hive Caves
7. Bridge over Quicksand Pit
8. Entrance to the Monastery
9. Exit from the Dark Halls
10. The Huline Village
11. Water Spout in the Northern River
12. Lizard tunnel from the Northern River
13. Middle River waterfall
14. Imp Shrine
15. Exit from the Imp Shrine
16. Lizard tunnel from Imp Shrine area
17. Bridge over the River Bane
18. Entrance to the Savage Jungle

Things that Might Happen on this Level

- You can kill poisonous spiders hanging from the trees.
- You can find Aloe Leaves, and you can cut Ironwood trees to collect Ironwood Sap.
- You can collect wax from beehives and fight a bee if you try to take too much.

An Ancient God Speaks

Don't forget to get some wax. Click on one of the beehives in the trees in the jungle. Might as well get two. You cannot complete a crucial part of your quest without at least one piece of wax and two will make things easer.

- You can meet numerous Cerberus Tigers in the forest.
- As a beast, you can collapse the bridge over the quicksand.
- You can encounter several search parties.
- You can go talk to Kityara, and she will let you take several weapons from her shop.
- You can attack a water spout in the northern river, causing part of the river to dry up. A lizard cave there leads to some hidden loot.
- You can find a cave behind the waterfall in the middle river, with a skeleton and a Speaking Stone. You also can find a Lightning Crystal in the waterfall.
- You can find the Imp Shrine with a Summon Scroll. It's very easy to die or get trapped here.
- You can go across the Bane River Bridge to talk to the Wild One guard. Not very friendly, is he?

Things to Get on this Level

- Wax
- Aloe Leaves
- Ironwood Sap

An Ancient God Speaks

It's worth your while to gather some ironwood sap while you're in the Huline Jungle, and some amber from the Hive Caves. Mix them to get the Champion's Stone. Stock up to get a full complement. One of these will let you wield the Reaver of the Great Orc for two minutes, or get the most out of a lesser striking weapon when you're in close combat.

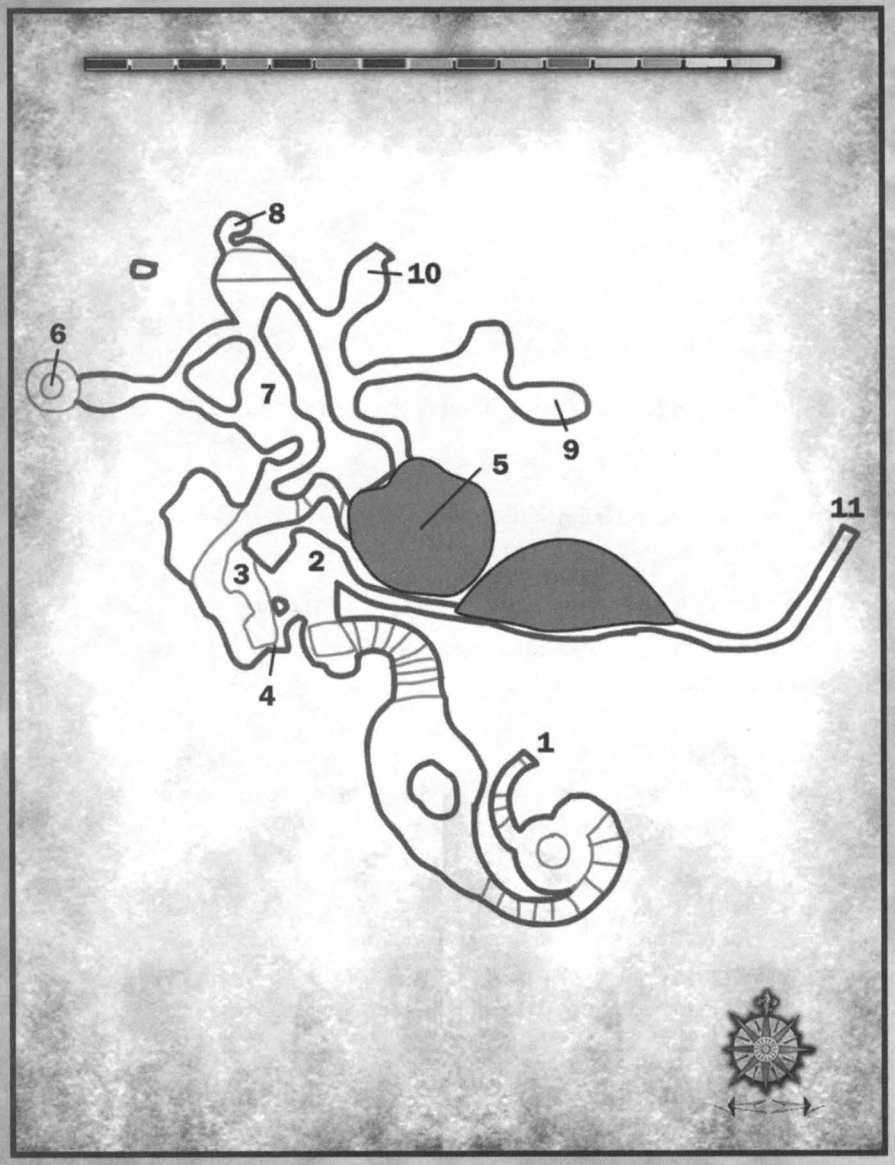
- Speaking Stones
- Lightning Crystal
- Ancient's Stones
- Storm Crystal
- Summon Scroll
- A Dagger (from Kityara)
- Longbow Defender (from Kityara)
- Gargoyle Bracers (from Kityara)
- The Axe of the Long Arm (from Kityara, if you don't have it already)
- Daniel's Knife (from Kityara)
- Great Sword Firestorm (from Kityara, in exchange for a Power Orb)

To Complete this Level, you *Must*:

1. Find the maze in the southwestern corner of the jungle, cut through to the Hive Caves, and rescue Shalla.
2. Find and talk to Kityara.
3. Find Baccata and talk to him, either in the village cantina or in the jungle; then go to the Monastery and talk to Dawn.
4. Get a flute from Brother Julian in the Monastery; then go back to the Hive Caves and find the Runes in the Huline Ruins.
5. Take the wax impressions you made of the Runes you found in the Huline Ruins, and get either Dawn or Brother Julian to translate them for you.
6. Get Daniel's knife from Kityara.

7. Cross the Bane River with Daniel's knife. If Baccata is accompanying you, you don't have to fight the Gladstone Guards waiting on the other side of the river.
8. Enter the Savage Jungle, after the bridge has been destroyed.

The Hive Caves



1. Entrance
2. The Executioner's Nest
3. Chasm, with boulders hanging overhead
4. Lizard tunnel around chasm
5. Lava pool with rock islands
6. Elevator to the Huline Ruins
7. Hive Warrior cave
8. Shalla
9. Reaver of the Great Orc
10. Amber Cave
11. Lizard tunnel leading out of caves

Things that May Happen on this Level

- You can be poisoned by the green vapors rising from the green cracks.
- You can fall into a chasm (and die).
- You can use your magic to cause an avalanche, filling part of the chasm.
- You can smash steam vents to raise rock platforms in a lava lake.
- You can be burned alive in the lava.
- You might fight the Executioner.
- You can find some armor in the Executioner's Nest.
- You can fight the Hive Warrior.
- You can rescue Shalla.
- You can find the Reaver of the Great Orc.
- You can get caught in a cave-in when trying to get the Reaver of the Great Orc.
- You can find the Amber Cave.

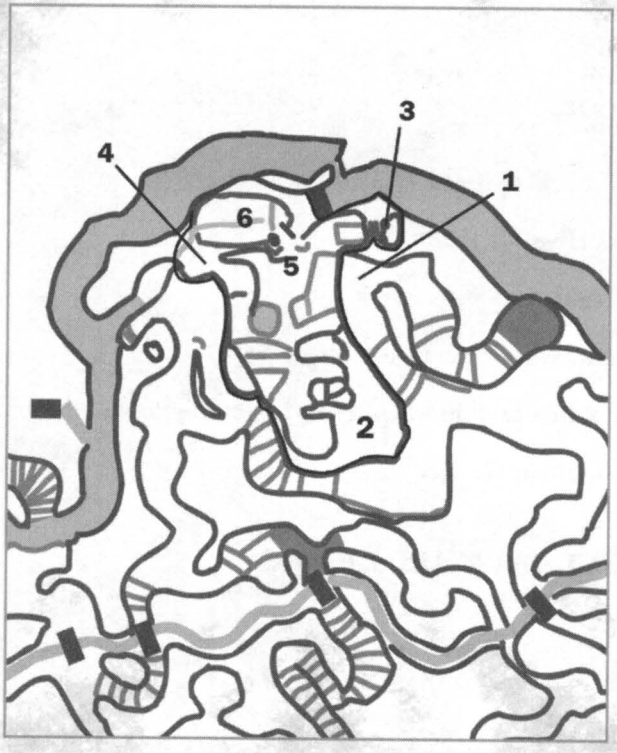
Things to Get on this Level

- Amber
- Plate Mail Vest
- Reaver of the Great Orc

To complete this level, you *must*:

1. Find and enter the Caves by going through the Thorn Maze.
2. Kill the Hive Warrior.
3. Rescue Shalla—possible only by killing the Hive Warrior—and talk to her.

The Huline Village



1. Entrance
2. The Cantina and the Lizard Pit
3. Rashar
4. The Thieves' Den
5. Kelsrick
6. Anyar

Things that May Happen on this Level

- You can find the Cantina, where you will talk to Baccata.
- You can encounter a drunk.

- You can talk to a shifty-looking confidant who gives you the password to the Thieves' Den.
- You can meet Muari in the Thieves' Den. You can take a Skull Key from a hook on the wall and use it to open a number of doors in the village.
- If you try to take any weapons from Muari, you'll meet his bodyguard.
- You can meet Rashar, who repairs the Great Sword of Thohan in exchange for a Power Orb.
- You can find Kelsrick and meet Anyar, the leader of the village.
- You can kill Kelsrick. In exchange, if you don't already have it, Muari gives you the Great Sword Firestorm before you sneak out of the village. If you use a poisoned blade, you might not alert the village.
- If you kill most anyone in the village, the gates are closed and archers fire at you.

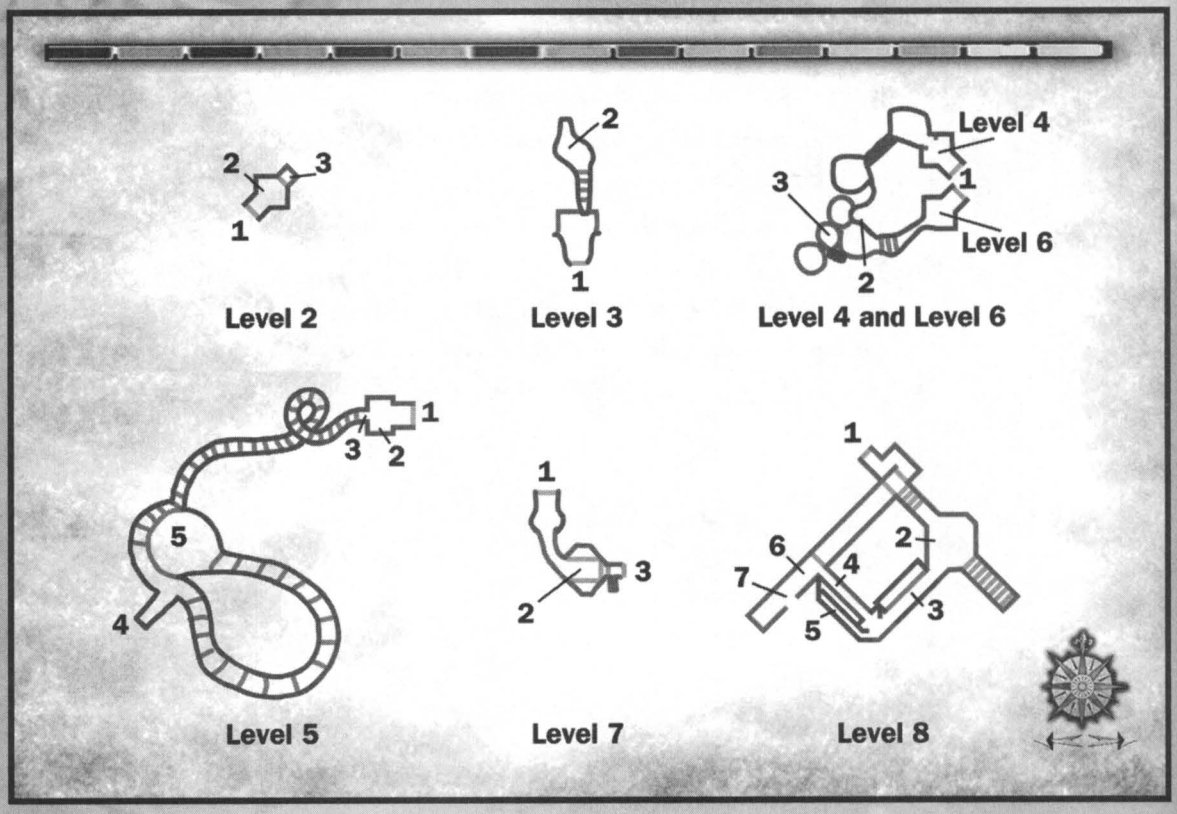
Things to Get on this Level

- A reforged Great Sword of Thohan
- The Great Sword Firestorm
- Wax
- A Skull Key
- Crossbow Snare
- A Throwing Dagger
- Vel's Fruit
- Ironwood Sap
- Scroll
- War Cluster
- Cave Aloe

To Complete this Level, you *Must*:

1. Enter the Village. You will be unable to do so until you rescue Shalla, in the Caves.
2. Find Baccata in the Cantina and talk to him, or, failing that, find him in the jungle and talk to him.
3. You must talk to Baccata before you can talk to Dawn in the Monastery Library.

The Huline Ruins



Level 2

1. Elevator
2. Cat Cubes
3. Healing Fountain

Level 3

1. Elevator
2. Executioner's Nest

Level 4 and Level 6

1. Elevator
2. Button Puzzle
3. Cat Cube Puzzle

Level 5

1. Elevator
2. Cat Stone Puzzle
3. Secret Door
4. Ring of Regeneration
5. Hive Warrior

Level 7

1. Elevator
2. Rolling ball trap (with healing scroll)
3. Exit to Level 8

Level 8

1. Elevator
2. Entrance from Level 7
3. Fire and Oil Trap
4. Whirling Blades
5. Secret tunnel
6. Boulder room
7. Rune Chamber, ladder going down

Things that May Happen on this Level

- You could die in any one of a number of different horrible and creative ways.
- You can figure out the various puzzles throughout this level. Solving each opens secret doors or lowers ramps or exposes tunnels that yield secret items.
- You may enter an area that causes you to randomly morph.
- You can encounter another Executioner and another Hive Warrior, and fight them.
- You can find a Ring of Regeneration, which will bring you back to life once before it disintegrates.
- You can find at least one Stone of Ancient Magic, which greatly boosts your magical power.
- You can find the Runes and make wax impressions of them.

Things to Get on this Level

- Net of Exile
- Two Lightning Crystals
- Speaking Stones
- Ring of Regeneration
- Deathstroke Shield
- Kelen's Ring
- Longbow Shift
- Ancient Magic Stones
- Wax Impressions of Runes

To Complete this Level, you *Must*:

1. Acquire the Flute from Brother Julian at the Monastery and use it to activate the elevator.
2. Take the elevator to the lowest level.
3. Use the Flute to move a section of floor over the oil pool.
4. Find the hole leading down to the Runes.
5. Light the brazier above the entrance to the Runes.
6. Have at least one piece of wax with you. The easiest source is the beehives hanging from certain trees scattered about the Huline Jungle, although there are others.
7. Enter the Runes Chamber. Use Wax to make at *least* one impression of the Runes. If you make two impressions, you can give copies both to Brother Julian and to Dawn.
8. Return to the elevator, return to the Hive Caves, and leave the Caves by the front entrance, where you meet Dawn. (If you haven't scared her off yet.)

The Huline Monastery

There are four areas in the Monastery that can be accessed from the entrance hall. The door on the left leads to a Storeroom. The archway to the right of the Storeroom door leads to the Library. Next on the right is the doorway to the Garden, and the last door on the right leads to Brother Julian's Office. A door in the back of the Storeroom leads to a backroom with a lot of crates, a bookcase, and a door to the Garden.

Things that May Happen on this Level

- You can talk to Brother Morgan in the Garden.
- You can talk to Dawn in the Library.
- You can find Brother Julian and talk to him. He gives you a Magic Flute.
- You can encounter Rixx in the Storeroom.
- After retrieving the wax impressions, if you gave her a copy, you can talk to Dawn in the Library. She gives you a Dampening Charm in exchange for the Runes.
- After retrieving the wax impressions, you can talk to Brother Julian in the Office. He gives you a Power Orb in exchange for the Runes.

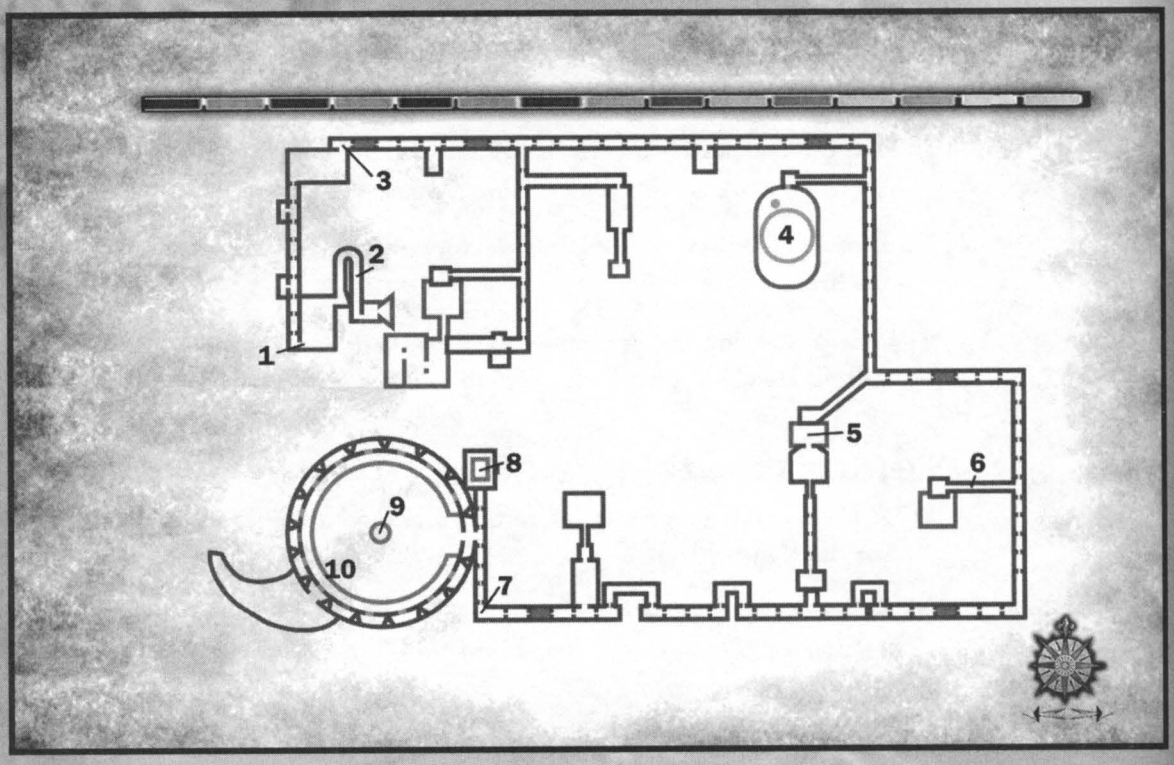
Things to Get on this Level

- A Magic Flute (necessary for getting into the Huline Ruins and for reaching the Runes alive).
- A Power Orb (can be exchanged either for the repair of the Great Sword of Thohan or for the Great Sword Firestorm).

To Complete this Level, you *Must*:

1. Talk to Dawn in the Library. This is possible only after you have talked to Baccata either in the Cantina or in the jungle.
2. Talk to Brother Julian. This is possible only after you have talked to Dawn in the Library. He gives you a Magic Flute, which opens the way to the Huline Ruins.
3. Return from the Ruins with at least one wax impression of the Runes and have them translated. You may give one to Brother Julian, who, in return, gives you a Power Orb when you leave. You may give one to Dawn, who gives you a Dampening Spell if you do. If you have two wax impressions, you can give one to each.

The Dark Halls



1. Entrance
2. Path to Secret Room
3. Hidden passage behind bookcase
4. Arboretum hidden behind bookcase
5. Hidden room behind a cracked wall
6. Rixx attacks you here
7. Hidden passage behind bookcase
8. Room behind metal door
9. Spectral Orb
10. Exit window

Things that May Happen on this Level

- You can click on crates to open some of them. The crystals inside are explosive and can be detonated with a Spark Spell.
- You can push and shove various items, including barrels, crates, and chairs.
- A number of doors close behind you as you proceed, preventing you from going back the way you came.
- You can go down some stairs to find some hidden scrolls. A Shade attacks you, and you may get sealed in. You need to smash through the door to escape.
- You can open a number of sliding iron peek-throughs to see what's beyond.
- You can open a peek-through slot and use your Spark Spell to light the candles beyond. Shade entering the light are destroyed.
- You can enter the Arboretum to collect Vel's Fruit. Clicking on the chain opens the ceiling, causing the trees to grow and destroying any shades who happen to be there. A second click closes the ceiling. A third click causes the chain to break.
- You may be attacked by Rixx, who is possessed. You may be able to use a Blind Spell to free him.
- You can find a room with a crack in the wall. Smash through the damaged wall to find another room with some useful items.
- You can enter a bedroom and have a Shade attack you from behind.
- You can blow open an iron door to get at some artifacts hidden in the room beyond.
- Once you enter the large, circular room, a Spectral Orb begins generating Shade Lots of them. They kill you if you cannot break out of the level.
- You can move some explosives next to a window and detonate them to escape.

Things to Get on this Level

- Magic Scrolls
- Ancient's Stones
- Vel's Fruit
- Rixx's Plasma Staff
- Shield
- Speaking Stone
- Stone Bracers
- Fire Shield
- Gauntlets of Striking
- Colim's Amulet

To Complete this Level, you *must*:

1. Enter the level from the Monastery by using a Spark Spell on the bookshelves in the back room beyond the Storeroom, then stack crates to climb in.
2. Click on the bookcase to the northeast in the room at the end of the first long hall to open a secret door.
3. Click on a bookcase at the western end of the southern hallway to reveal another passageway.

At this point there are two options:

Option 1:

4. Move an opened crate to the sixth bricked-up window to the left in the large circular room and detonate it with a Spark Spell to blow the window open.

Option 2:

4. Move opened crates up against at least seven windows in the circular room and spark them to destroy the Spectral Orb.
5. Escape through the shattered wall into the Huline Jungle.

To Complete the First Sphere, you *Must*:

- First, get Daniel's knife from Kityara.
- Then, cross the bridge over the River Bane.

An Ancient God Speaks

There are certain things you need to take with you to the Second Sphere. You must have Daniel's knife to speak to the Wild Ones.

Aloe, with its healing properties, will also smooth the way. There's also another use for it too! Cave crystals may seem useless now, but take three or four with you. Take either a reforged Thohan's Sword or the Great Sword Firestorm.

Late in the game you're going to need to do some fancy shooting, so pick up a bow and keep it in your possession. A Longbow Defender or a good, light crossbow will be sufficent.

Remember! Once you cross the River Bane, you cannot return again!

A STEP-BY-STEP WALKTHROUGH OF THE FIRST SPHERE

Here is one way to get through the First Sphere with everything you need to reach the Second. Keep in mind that *Lands of Lore: Guardians of Destiny* is an extremely open-ended game. The path that you follow on your quest will almost certainly be different from the one presented here.

Note, too, that this walkthrough does not pick up every available hidden item, or open every secret door. There's a lot more in the game for you to find for yourself than we can list for you here!

The Draracle's Cave

1. Go north through the caves, avoiding the guards if possible. Collect at least one Green Crystal to use as a weapon and as much Cave Aloe as you can find to heal any wounds you may receive.
2. In the passageway with the low ceiling, you will morph into either a lizard or a beast. As a lizard, you can either keep going or return to the boulder and go around it. As a beast, go back to the boulder and shove it aside.
3. If possible, kill the guards who attack you and take their weapons. If you can't kill them, run!
4. Take a side passage going east and enter a room with several waterfalls and a central pool. Go to the farthest waterfall and attack the stalactite over the waterfall to cause a spectacular flood that sweeps away one of your pursuers.
5. After the flood, go down to the center of the chamber and gather some useful items, including some Mana Foil, which restores your magical powers.
6. Go back to the main path and turn right. At the entrance to the small hallway, shove one of the pillars aside and go through.

7. At the branching of the cavern, take the right fork. Go through the large square chamber and into a smaller cavern beyond. Find the Old Orc and hear what he has to say.

8. Find the small cavern with crates on the floor. Stack the crates to reach the alcove high up on the wall. Take the shield and at least one mace.

9. Find your way through to a passage leading northwest to a large chamber with a fiery pit. Skirt the chamber to reach the exit on the north side. Keep heading north.

10. Go across the bridge and click on the doors beyond. Enter the Draracle's Chambers.

The Draracle's Museum

11. Go to the room before the Shining Path and take a long sword, some chain mail, and two Champion's Stones from the table.

12. Touch the tapestry and the wall to open the secret passageway.

13. You may want to spark some of the torches hanging on the wall to light your path. If you can find your way to the Scroll Room, you can spark a pilot light in a hidden compartment in the wall to light all the torches in the Museum.

14. Find and take the Skeleton's Key from the wall to your right at the end of the passageway. You have to fight a couple of animated skeletons who attack. Use the Orc Mace and Spark Spells for the best chance of winning.

15. Explore the Draracle's Museum, using the Skeleton's Key to listen to the various tour announcements and to operate certain museum mechanisms.

16. If a skeleton attacks you and runs away, check to see if he's stolen your Skeleton's Key. If he did steal it, you must chase him down and kill him to get the key back.

17. Click on the Museum Orb, at the end of the hallway through which you entered the level, to hear a voice talk about the Museum. The lighted orb reveals a panel in the floor in front of it. Clicking on the panel raises a

Skeleton's Key pillar that opens the way (one way) into the Scroll Room. If you use this method, be sure to retrieve your key from the pillar when you're done.

18. Take the various items you find. In particular, look for the Broken Sword of Thohan, the Long Sword Prism, and the Axe of the Long Arm.

19. The Axe of the Long Arm can provide an alternate access to the Scroll Room. If you don't back off the platform quickly enough, you find yourself at the bottom of a pit. As a lizard, you can follow the lizard tunnel west until you come to a secret chamber containing four scrolls. A button on the south wall opens the door leading out behind the Museum Orb. A panel on the same wall opens to reveal a pilot light. Spark this to light all the torches in the Museum.

20. Find the Time Exhibit in the eastern end of the Museum. Use your Skeleton's Key to open the bars. The switch behind the painting of Gladstone also works. A skeleton inside will attack you.

21. Go to the Hourglass Exhibit and use your mace to smash the glass. Quickly, then, before you die of old age, turn to the right and smash through the east wall.

22. Enter the secret passage and follow it, first south, then around to the east, and finally to the north. Fight the skeleton in front of the door and pick up the Dragon's Blood—both on the skeleton and in the corner.

23. Click on the beam to unlock the door. Go through and click on the dragon to be transported to the Southern Continent.

The Huline Jungle, the Hive Caves

24. Explore the Huline Jungle. Talk to the guard outside the Village, and to the parties of women searching for Shalla.

25. Find Kityara's hut in the Jungle and talk to her. She lets you take several weapons, including Longbow Defender and some Gargoyle Bracers. She gives you the Axe of the Long Arm if you didn't get it earlier in the Museum. She won't part with the Great Sword Firestorm, however, for anything less than a Power Orb.

26. Make your way to the southwest. Find the Thorn Maze and start hacking through—using a weapon or magic if you are human, your hands if you are a beast, and magic if you are a lizard. Consult your automap to keep moving in a southwesterly direction.

27. Exit the Thorn Maze and enter the Hive Caves. Descend into the caverns, picking up Amber as you see it. Avoid clouds of green mist above the glowing cracks; they're poisonous. Avoid killing the Executioner, if you can, by staying away from him.

28. Find a suit of plate armor inside the Executioner's nest. Use a Spark Spell on the boulders hanging above the chasm to create a bridge. Watch the Executioner fight the Hive Warrior through the crack in the wall.

29. Go into the chamber and finish off the Hive Warrior. Find the small cave where Shalla has been trapped, near the body of her child. Talk to her and watch her leave.

30. If you like, return to the right-hand passageway, then hotfoot it across the lava to find a cave with the Reaver of the Great Orc, and another cave with lots of Amber. Move fast once you grab the giant sword; the roof caves in as soon as you do.

31. Find the entrance to the Huline Ruins. You'll need to come back this way. Don't waste your time on the symbols on the cave wall. Those aren't the Runes you're looking for.

The Huline Village, the Huline Monastery, the Huline Ruins

32. Exit the caves and make your way back through the Thorn Maze.

33. Go back to the gate of the Huline Village. The guard has heard that you rescued Shalla and lets you in.

34. Find the Cantina and go inside. Meet Baccata and talk to him. Agree to meet him later near the bridge.

35. Leave the town and go to the Monastery. Click on the archway to the left to talk to Dawn in the Library. After talking to her, click on the right-hand door to gain admittance to Brother Julian. He suggests that a copy of the Runes inside the Huline Ruins might have a bearing on your condition. As you leave, he gives you a Flute.

36. Return to the Hive Caves. Along the way, if you have not done so already, find a beehive hanging from a tree and click on it twice to get two pieces of wax. Back off after the second click to avoid being attacked by a bee.

37. Go back through the Thorn Maze and into the Caves. Go to the entrance of the Huline Ruins and use the Flute to summon an elevator. Click on a symbol on the vertical staff to move to another floor.

38. Explore the Huline Ruins. The only level that you must reach is the one on the very bottom. However, you could pick up some useful gear along the way. In particular...

    - On Level Three, kill the Executioner and pick up a Net of Exile and two Lightning Crystals from its nest.

    - On Level Five, click on the cat statues to make them all face forward to open a secret door. Go through the door, follow the passage, and find the Ring of Regeneration on a severed arm.

    - On Level Six, click on the three buttons—left twice, right once, then top once—to raise the ramp to three cat carvings. Move the cat blocks into their respective niches, identified by the Huline symbols on them. This opens two secret doors, giving you access to the Deathstroke Shield and Longbow Shift.

    - On Level Seven, survive the rolling stones trap and emerge on Level Eight. Go to the passage on the left and place the Flute in a receptacle, closing a floor over an open pool of oil. Go to the end of this passage and watch the whirling blades shatter. Take this passage—or a secret passage through a hidden door in the wall to the left—to another chamber with an unlit brazier in the wall. Avoid the rolling boulder, light the brazier, then click on the ladder to descend into the hole in the floor.

39. Inside the Rune Chamber, click on the orb to get a Stone of Ancient Magic, and click on the hieroglyph-like carvings to the left. These are the "Runes" you've been looking for. When you move closer, click a piece of wax on the triangular glyph. Do it twice, to get two copies.

40. Return to the elevator, ride it to the top, then exit the Caves through the main entrance. You meet Dawn outside the cave mouth. Give her one of the Rune copies.

41. Return to the Monastery and go see Dawn in the Library. She tells you about the Runes' translation and gives you a Dampening Spell Charm when you leave.

42. Then go talk to Brother Julian. Give him your remaining wax impression. He translates it (it's a different message from the one Dawn gave you) and, when you leave, he offers you a Power Orb. Take it.

43. Click on the left-hand door to talk to Rixx and to note where the Dark Halls adventure will begin later.

44. Return to Kityara's Hut in the Jungle. Talk to her and give her the Power Orb in exchange for Firestorm. (Alternatively, go to the Village, meet Rashar, and give him the Power Orb so that he can reforge Thohan's Sword. Find the cellar leading to the Thieves' Den and talk to Muari. Take the Skull Key hanging on a hook and use it to break into the huts in the village, acquiring Crossbow Snare and a Throwing Dagger when you find them. Find the Captain of the Guard, Kelsrick, and kill him. Return to the Thieves' Den, see Muari, and get the Great Sword Firestorm from him in exchange for killing Kelsrick. He shows you a secret route out of the village.)

45. Meet Kityara in the jungle. She gives you Daniel's knife.

The Dark Halls

46. Return to the Monastery. Click on the door to the left. Click on the back door to enter the room with the bookshelves. Use a Spark Spell against the shelves against the wall to blast open a hole. Stack crates to gain access to the hole.

47. Go through the Dark Halls. At what appear to be dead ends, click on bookcases to open secret passages. When Rixx attacks you, kill him and take his Plasma Staff, or else dazzle him with a Light Spell and free him of his possession. Use Longsword Prism against the Shade that attack you.

48. Past Rixx, find a room with a crack in the far wall. Smash at the crack to break through into another room. Search the room for some useful items.

49. The passage ends at an iron door just past a large chamber with a Spectral Orb. Don't enter the large room at first. If the Shade aren't pressing too close right now, open a small crate of explosives and shove it against the iron door. Use a Spark Spell to detonate the crate, blasting open the door. Inside, you'll find many fine items Click on the bookcases to find Colim's Amulet, which can help block attempts to steal your magic.

50. Outside the room, click on another crate to open it, then drag it into the large chamber to just under the sixth bricked-up window to the left. When you enter the chamber, the Spectral Orb begins generating Shade and you'll have a fight on your hands.

51. Use a Spark Spell on the explosives by the window. The blast opens a hole, enabling you to scramble out.

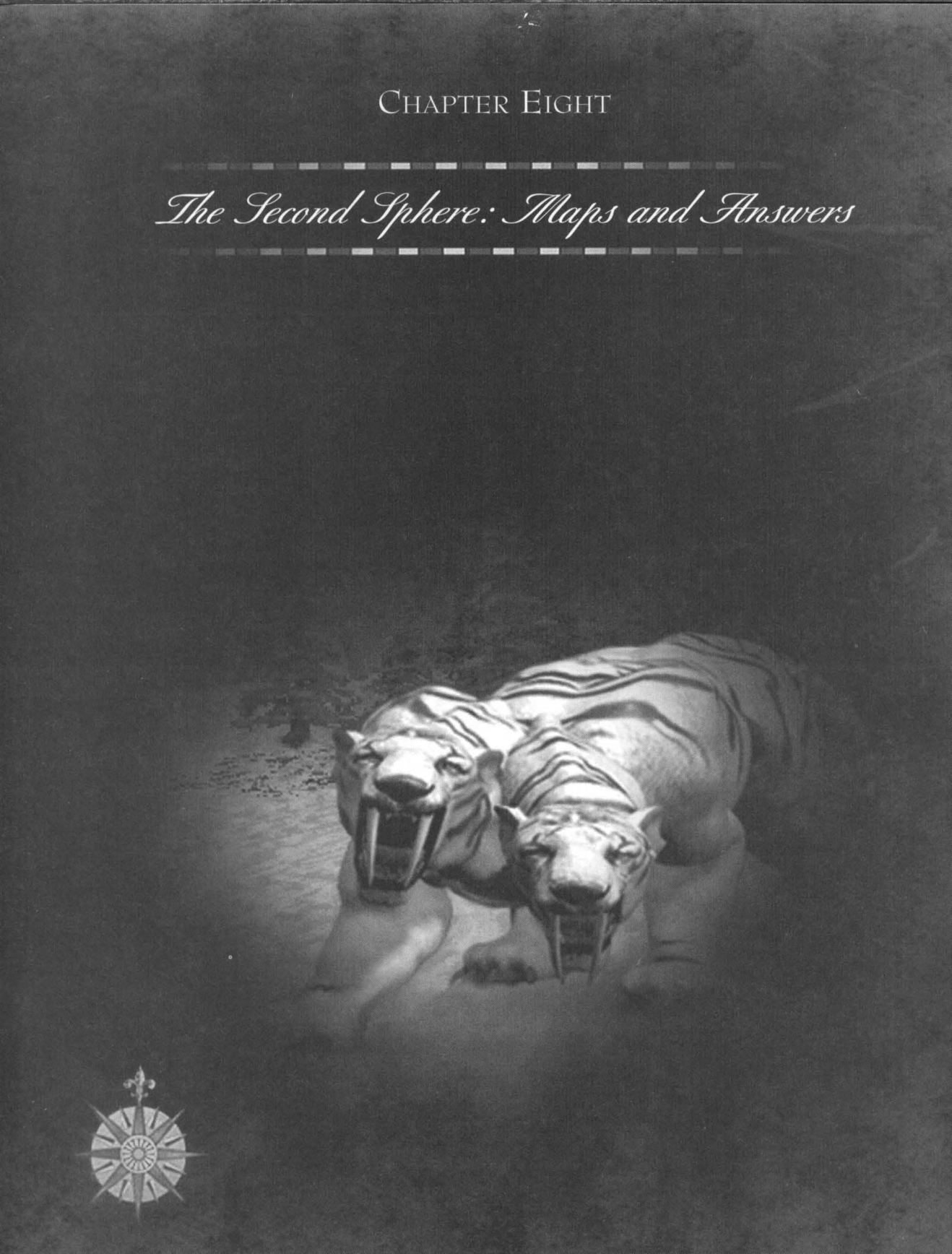
Finishing Up

52. Go to the bridge across the River Bane, east of the Huline Jungle. Find Baccata asleep under a tree, and click on him to wake him. Follow him across the bridge to talk with the guards. Watch as Hive Warriors destroy the other side of the bridge, and Baccata and the guards leave to find Dawn. Continue around the thorn barricade... and into the Second Sphere.

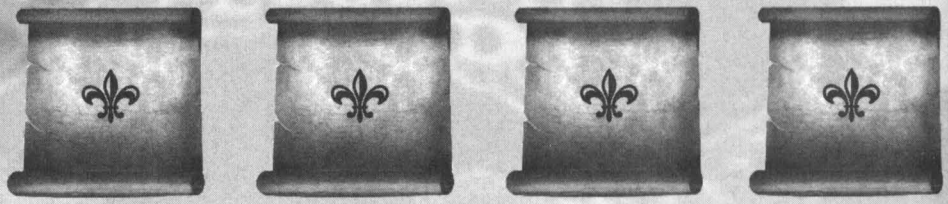
That's it for the First Sphere! Now it's time to change disks again and move on to the Second!

Chapter Eight

The Second Sphere: Maps and Answers



This is an Ancient God Chapter, with information from omniscient sources! It tells you precisely what you need to do to complete the second series of game levels. Do not look in this chapter unless you don't mind having the suspense and surprise of the story spoiled for you!



This chapter tells you exactly what you need to do to complete each of the eight levels in the Second Sphere. It also tells you where most of the weapons and special items can be found and provides you with maps to help you get around. At the end of the chapter, a step-by-step walkthrough presents one possible way to get through the entire Sphere.

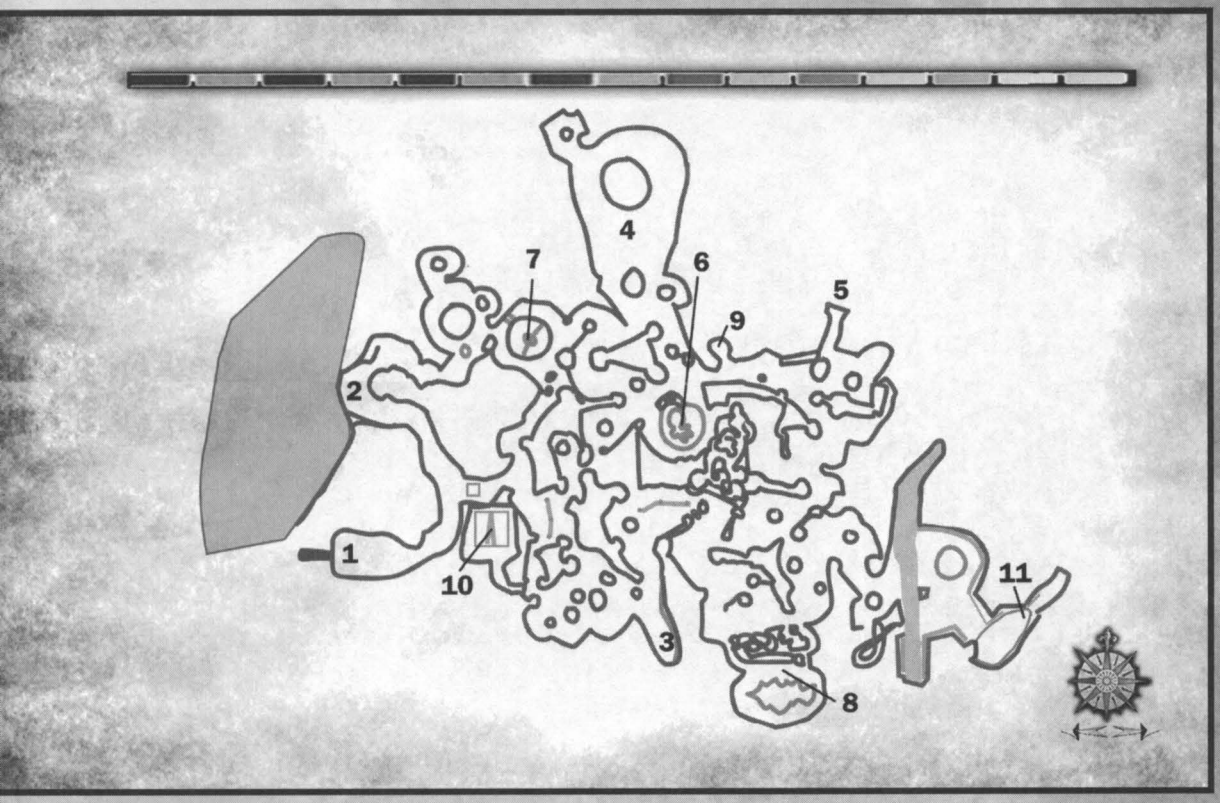
Keep in mind that the actual order of events and encounters may be different, depending on how you decide to carry out your various tasks and searches.

THE SECOND SPHERE

The areas in the Second Sphere are:

- The Savage Jungle
- The Dracoid Ruins
- The Dracoid Cemetery
- The Claw Mountains
- The Ru-Loi Citadel
- The Huline Temple

The Savage Jungle



1. Begin
2. Path beside River Bane
3. Entrance to the Huline Temple
4. Entrance to the Wild One Settlement
5. Entrance to the Dracoid Cemetery
6. Entrance to the Dracoid Ruins
7. The Shaman's Treasure Cache
8. The Lamplight Lairs
9. Teleport from Dracoid Ruins
10. Tuani Hut
11. The Larkhon and exit to the Claw Mountains

Things to get on this level

- Brook Flounder
- Vel's Fruit
- Lamplight Eggs
- Venom Sacs
- Scrolls
- A Dracoid Sigil, the key to the Dracoid Cemetery
- A Crystal Shard (if you decide to kill the Shaman)
- Ancients' Stones
- Control Charms

Things to get inside the Shaman's Treasure Cache

- Kiernan's Circlet
- Amaranth Serum
- War Blade
- A Scroll
- Dampen Charm (if you didn't get one from Dawn)

Note: You need a Crystal Shard to enter the Treasure Cache. You can obtain a shard only by killing the Shaman or by getting one from the Huline Temple much later in the game.

Things that might happen on this level:

- You could fall into a Wild One trap. You can escape by attacking the rope.
- You could be attacked and poisoned by Lamplights.
- You could find the Lamplight Lairs, explore them, and find the Lamplight Queen. You can kill her and take her eggs.
- You can find the Huline Temple and talk to the Caretaker. You'll see Belial come out and drag the Caretaker inside.
- You can find the Wild One Settlement, show Daniel's Blade to the guard, and go inside. Inside, you can talk to Daniel, a herbologist, and the Shaman, Malik.
- You can find the entrances to the Dracoid Ruins and the Dracoid Cemetery.
- You can find the Shaman's Treasure Cache and light the skull torches to raise stairs. You will not be able to open the Cache, however, without a Crystal Shard.
- You can participate in a ritual that lets you become a Tuani Warrior, and a member of the tribe. You must bring Silverleaf from the Dracoid Cemetery, then fight Daniel, for this to happen.
- After becoming a Tuani Warrior, you are given Amaranth Serum. In order to go to the Claw Mountains, you must make Larkhon Vapors by combining the serum with the Silverleaf you got from the Cemetery.
- Instead of becoming a Tuani Warrior to get the serum, you could kill the Shaman. You will find on his body a Crystal Shard that will give you access to his Treasure Cache. Inside is Amaranth Serum and a number of other useful items.
- Once you become a Tuani Warrior, you are admitted to the Tuani Warrior's hut, where some Ancient's Stones and other artifacts await you.

An Ancient God Speaks

There are some lizard tunnels in the southeastern part of the Savage Jungle, not far from the Lamplight Lairs. You can find them by entering some of the hollow trees in the area and looking for lizard-sized crevices, going down.

It's worth exploring these tunnels. There's a cache of Ancient Stones down there, if you can find them. There's also a long, long tunnel, leading south from the southwestern part of the tunnel complex, that leads you into the Dracoid Ruins.

Don't get too excited, though. There's a Ssar nearby, and getting past him will take some doing!

To complete this level, you *must*:

1. Find the Huline Temple and talk to the Caretaker.
2. Find the Wild One Settlement, gain access, and talk to the Shaman, who will give you a key to enter the Dracoid Cemetery.
3. After completing the Dracoid Ruins and Dracoid Cemetery Levels and collecting a Silverleaf, you must take the Silverleaf to the Shaman.

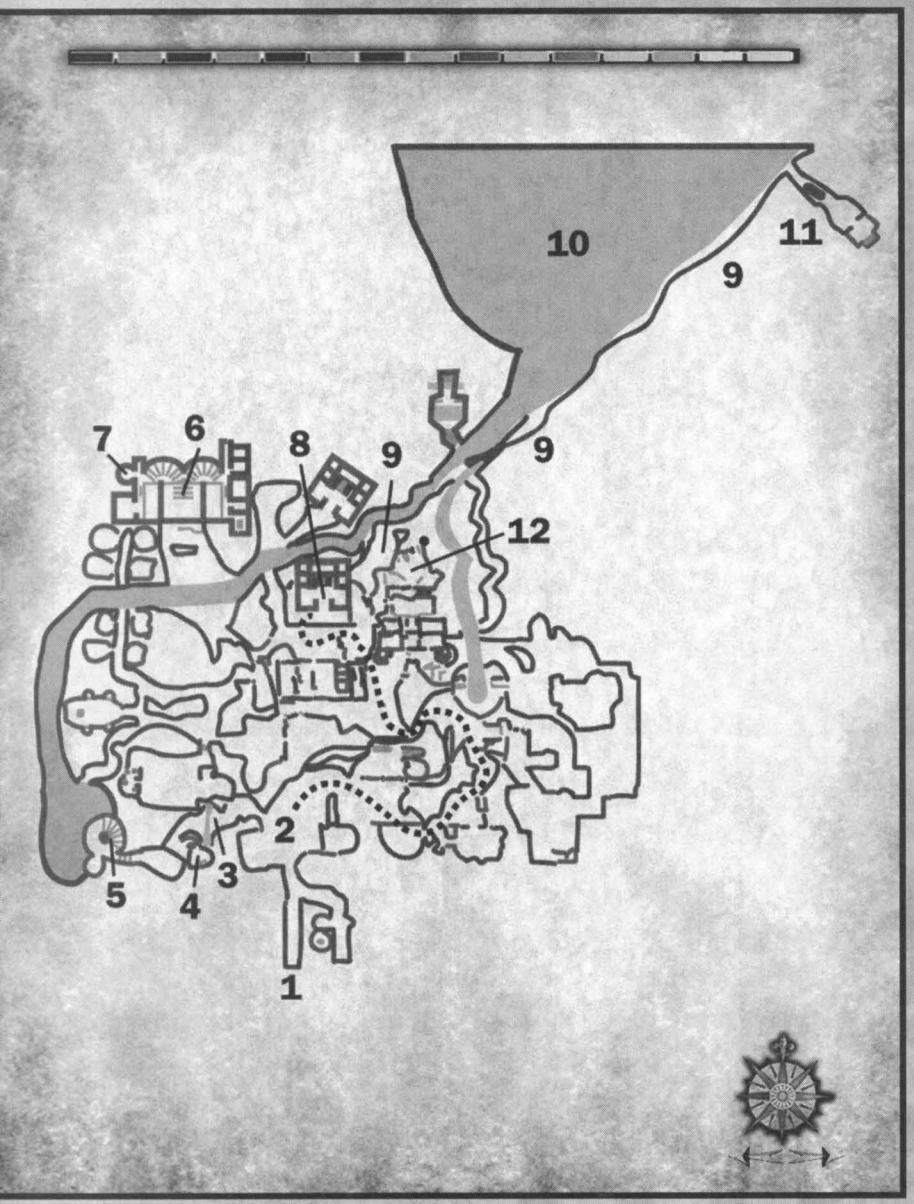
Either

4. Become a Tuani Warrior by fighting Daniel. After you are admitted to the tribe, you are given Amaranth Serum.

Or

4. Kill the Shaman, get the Crystal Shard from his body, open his Treasure Cache, and get Amaranth Serum there.
5. Blend Silverleaf with Amaranth Serum to make Larkhon Vapors.
6. Make your way across the river to the east of the Savage Jungle.
7. Put the Larkhon to sleep with the Larkhon Vapors so you can reach the Claw Mountains.

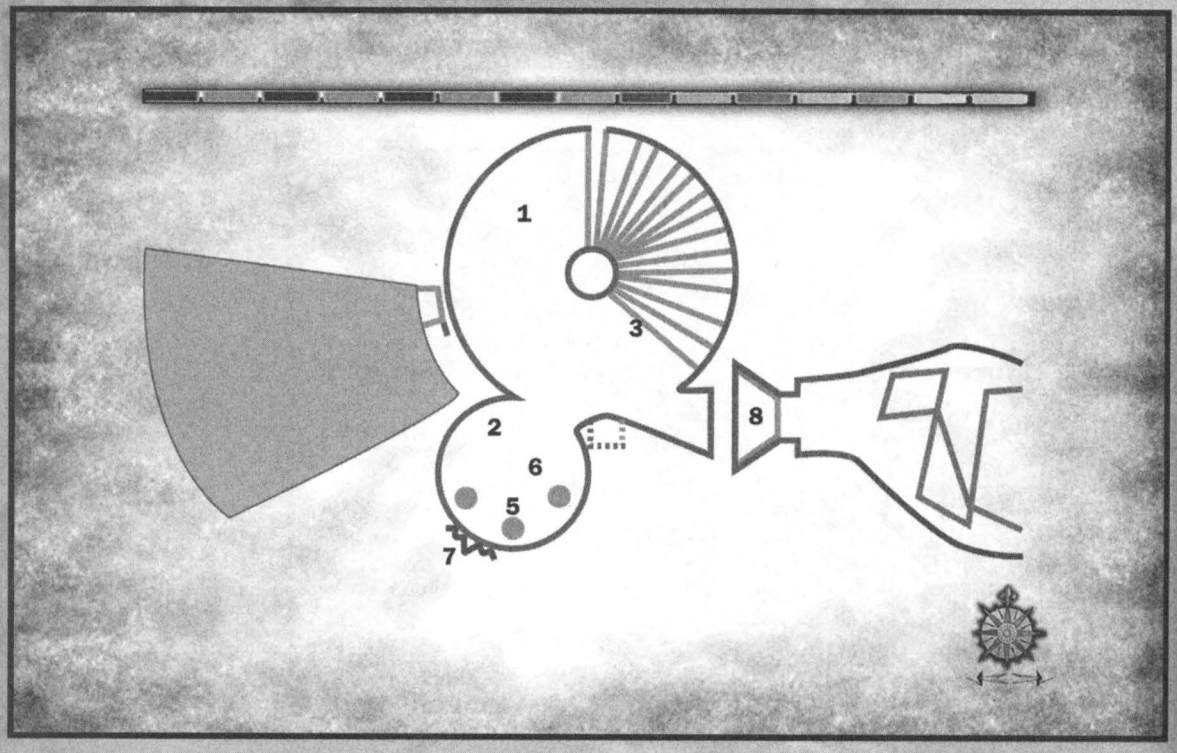
The Dracoid Ruins

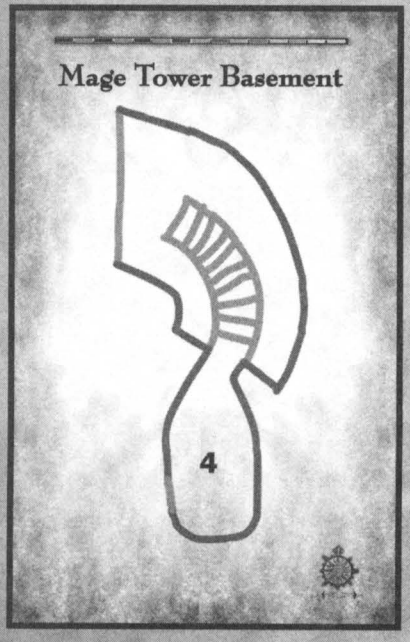


1. Begin
2. Cavern guarded by Ssar and Stone Squids
3. Dragon's Orb and Bridge
4. Teleport Chamber to the Emperor's Palace
5. Mage's Tower
6. Emperor's Palace
7. Teleport Chamber
8. Dracoid Hotel
9. Path to Priest's body
10. Lake
11. Cave with Priest's body
12. Statue of Belial

• • • Path from first cavern to hotel

The Mage's Tower





1. Dragon's Orb to open stairs to basement (Level 1)
2. Dragon's Orb to lower force field (all levels)
3. Force Field (all levels)
4. Basement
5. White Altar (Level 2)
6. The Ssar Priest (Level 3)
7. Bracers of the Dead (Level 3)
8. Exit to the Dracoid Ruins (Level 1)

Things to get on this level

- Gorgonite Nodules (click up to three times on a dead Stone Squid)
- Stone Cube
- Gauntlets of Might
- Bracers of the Dead (a necessary item to complete the level)
- War Axe Traitor (hidden in a secret compartment in the Emperor's Bedroom in the Palace; click on the small gargoyle above the bed to open it, then move fast to reach the secret opening on the opposite wall before it closes again)
- Ring of Regeneration (in a secret room behind the thrones, when you press the button on the arm of one of the thrones)

Things that might happen on this level:

- You will be attacked by Ssar and by Stone Squids.
- You might find numerous artifacts, including Stone Cubes, the War Axe Traitor, Gauntlets of Might, and other items.
- You can find a Teleport Chamber that takes you directly to the Emperor's Palace.
- In the Palace, you can find a Teleport Room that takes you back to the first Teleport Chamber, to the Savage Jungle, or to the Dracoid Cemetery.
- The first time you are defeated by a Ssar, you will find yourself in an arena where you must battle a giant Executioner.
- You may find a door and drag it to the river. You can then float down the river.
- If you float into a large lake, you will be eaten by the giant worm.
- In the Mage's Tower, you can find the Gauntlets of Might.
- In the Mage's Tower, you must find the Ssar Priest, talk to him, then kill him to get the Bracers of the Dead.

- You can put on the Bracers of the Dead in the presence of the Priest's body, and talk to its spirit.
- Near the center of the Ruins, you can find some pipes and click on them to start the water flowing.
- In the Prison Cells, on the west side of the ruins, you can push a button to enter a cell. If you do so, you will find yourself locked in until you smash your way out.

An Ancient God Speaks

You must do some searching, but there are a few useful artifacts lying about down here. You might take a look at some ruined houses toward the southeast of the Ruins. There's an iron rod lying down there that will help deflect any spark spell aimed at you, kind of like your own personal lightning rod.

And, if you can find a place where you can push and shove crates to get at a secret place way up high, you might be able to find the Stone of the Cobra. It's worth the search, believe me!

To complete this level, you *must*:

1. Enter the Mage's Tower.
2. Kill the Ssar Priest to get the Bracers of the Dead.
3. Use the Teleport Chamber in the Palace to go to the Dracoid Cemetery, get an Urn from the ghost of the Dracoid Priest, and return.
4. Push the body of the Dracoid Priest on the funeral pyre, spark the two Dragon Claw Pedestals to cremate the body, and then collect the ashes in the Urn.
5. Teleport from the Ruins again, and return with the Emperor's Remains from the Dracoid Cemetery.

6. Place the Emperor's Remains on the Statue of Belial to animate the statue. Follow the statue and watch it fight a giant worm.

7. After the battle, you must survive drowning in the caves by running into a room ahead and to your right, leaping onto a table, leaping onto another table, leaping into an opening in the wall, following the tunnel around to the rapidly flooding chamber, push the wooden platform into the water, and step onto the platform as it rises beneath you. Simple!

An Ancient God Speaks

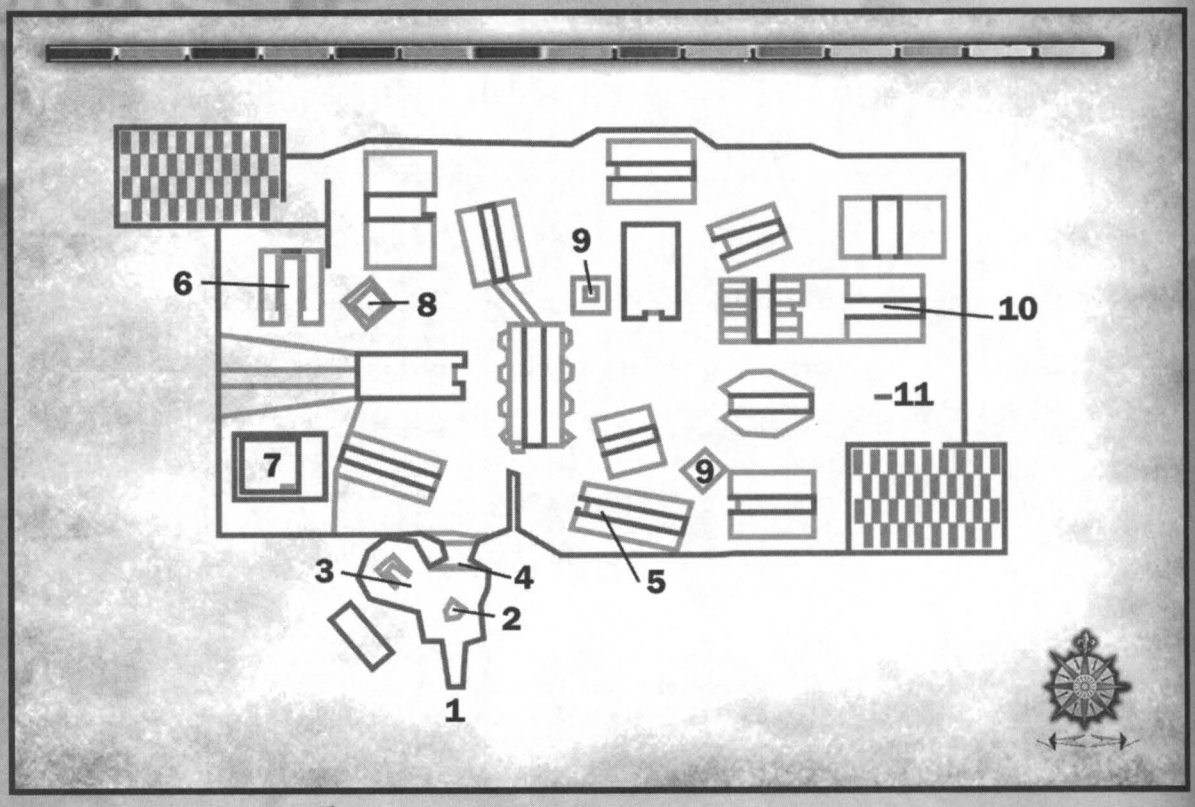
The first time you're defeated by a Ssar, you may find yourself transported to a dungeon cell. Stay there too long, and the floor drops away, leaving you up to your neck in lava.

The only way out is through the door to the east—and that puts you in an arena with a large and angry Executioner and a bunch of screaming, hissing Ssar in the bleachers calling for blood. Your blood! You'll have to fight the Executioner, but even if you manage to win, the arena will start to flood with water and you will very quickly drown.

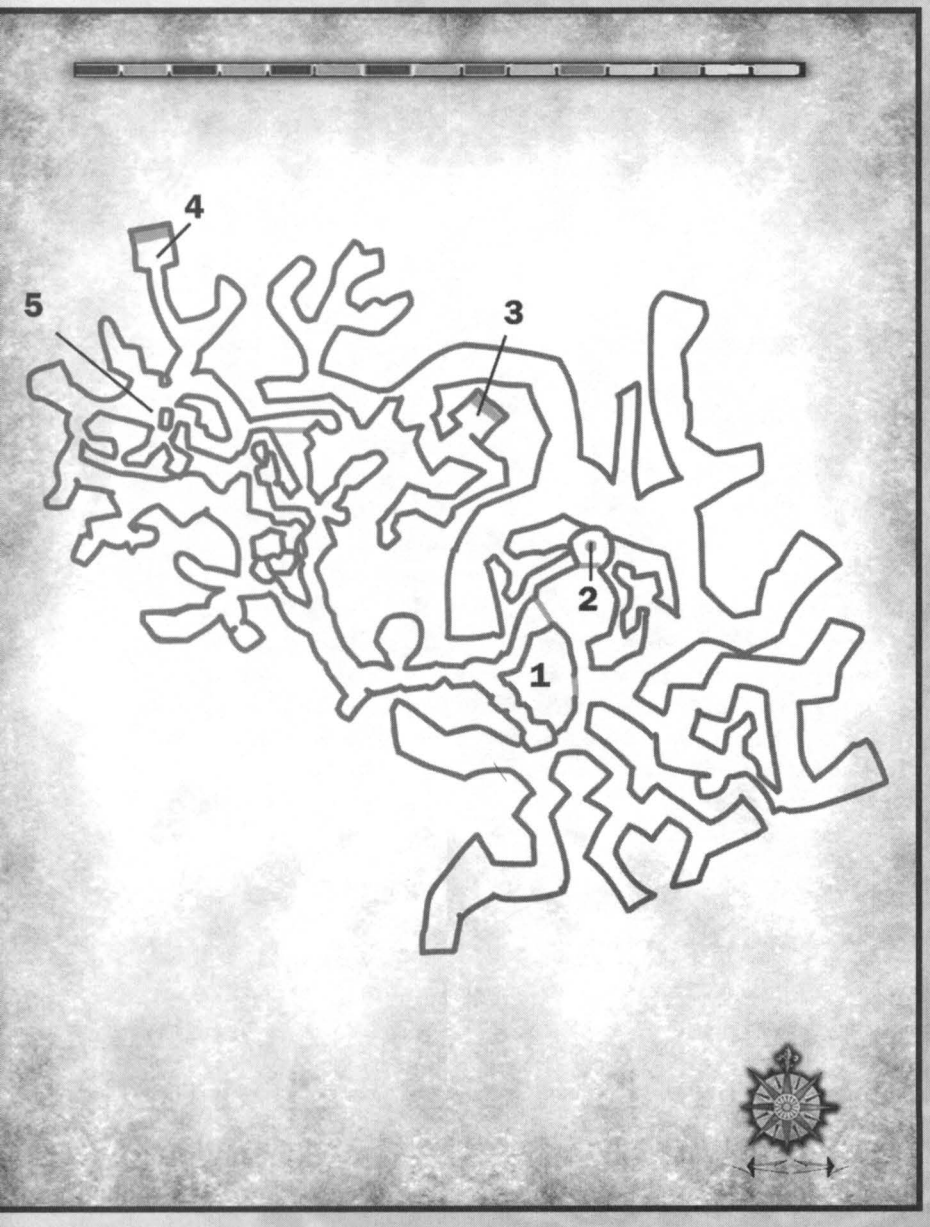
There is a way out, if you're fast and clever. See if you can grab the wooden door on the west side of the arena. You can ride it into the river nearby and, with luck, find a place to jump off to safety.

Of course, you could enjoy the ride all the way to the giant lake northeast of the Ruins. Try that, though, and you'll find yourself becoming a less-than-mouth-sized morsel for a very large worm…

The Dracoid Cemetery



1. Entrance
2. Courtyard
3. Teleport to and from the Dracoid Ruins (it becomes active only after you have teleported here from the Ruins)
4. Gate
5. Mausoleum with entrance to Catacombs
6. Mausoleum with second entrance to Catacombs
7. Mausoleum with oil barrel
8. Statue of Belial
9. Dracoid Statue
10. Priest's Tomb
11. The Emperor's Tomb



1. Entrance
2. Secret chamber with Summon Scrolls
3. Yellow Altar
4. Blue Altar
5. Second Entrance

Things to get on this level

- Glass Orbs (used to complete puzzles)
- Yellow and Blue Orbs from Altars (necessary for completing this level; you will need at least two Blue Orbs, and one Yellow)
- Bezoar's Ring
- Summons Scrolls
- Dracoid Ankh (necessary for completing the Dracoid Ruins level)
- Silverleaf (available only after completing both this level and the Dracoid Ruins)
- Reflective Plate Mail

An Ancient God Speaks

There are some other interesting things to find in the Dracoid Cemetery. For instance, search through the place until you find a mausoleum with a pillar at each corner and a sloping ramp. If you turn into a lizard, you might be able to find a secret way in, up at the top of the ramp. Inside are some Stones of Ancient Magic and a suit of reflective plate mail.

Things that might happen on this level:

- You can explore the Cemetery.
- You can explore the Catacombs, fighting the Phantom Dracoids that haunt it.
- You can find two Altars which will turn Empty Glass Orbs into Yellow or Blue Orbs.
- You can use colored Orbs to open many of the Mausoleums throughout the Cemetery. Touching the gargoyle pedestal outside each tomb shows you the appropriate color to use. You must keep one White, one Blue, and one Yellow Orb, however, to reach the Emperor's Tomb.

- After retrieving the Bracers of the Dead from the Dracoid Ruins, you must talk to the ghost of the Dracoid Priest.
- After acquiring the ashes of the Dracoid Priest from the Ruins, you must return and give them to the Priest. He will give you an Ankh in exchange.
- You can use the Ankh to raise the dead Emperor's Tomb. Use three charged Orbs, Blue, Yellow, and White, to enter the Tomb.
- Using the Bracers of the Dead, you must talk to the Undead Dracoid Emperor. Click on the Emperor's sarcophagus to pick up his remains.
- You can find secret chambers and rooms within the Catacombs, some of which have hidden items.
- You can open the tomb covers within the Mausoleums. Some have items inside, including Empty Glass Orbs.
- Inside the Catacombs, you can knock down piles of bones or make skulls roll across the floor.
- You can fight with the Phantom Dracoids that haunt the Catacombs.

To complete this level, you *must*:

1. Open the Main Gate with a Dracoid Sigil from the Wild One Shaman.
2. Collect a Blue Orb from the Catacombs, by recharging an empty Orb on the Blue Altar.
3. Visit the Undead Priest and collect an Urn. To do so, you must possess the Bracers of the Undead from the Mage's Tower in the Dracoid Ruins so that you can talk to the Priest, and get into his tomb by using a Blue Orb.
4. Exit the Cemetery and return to the Dracoid Ruins to find the Dracoid Priest's body.
5. After cremating the Priest's body, you must click the Urn on them and return with the ashes to the Cemetery. There you get the Ankh Key from the Undead Priest.

6. You must collect three Empty Glass Orbs.
7. You must charge one Orb at the White Altar in the Mage's Tower in the Dracoid Ruins.
8. You must charge one Orb at the Yellow Altar in the Catacombs beneath the Cemetery.
9. You must charge one Orb at the Blue Altar in the Catacombs beneath the Cemetery.
10. You must place the three charged Orbs within the appropriate receptacles in the Emperor's Tomb.
11. You must enter the Emperor's Tomb by using the Ankh, then talk to the Undead Emperor while wearing the Bracers of the Dead. You must then click on the Emperor's Remains to retrieve them.
12. You must return to the Dracoid Ruins with the Emperor's Remains and place them on the altar in front of the Statue of Belial. After animating the statue and witnessing the battle with the Giant Worm, you must survive the flooding of the Dracoid Ruins. Afterward, you will find yourself back in the Savage Jungle. Return to the Cemetery one final time to speak with the Emperor and collect your Silverleaf.

An Ancient God Speaks

When you give the Silverleaf to Malik, he'll give it back to you after your ceremonial fight. You'll use it, along with the Amaranth Serum, to make Larkhon Vapors.

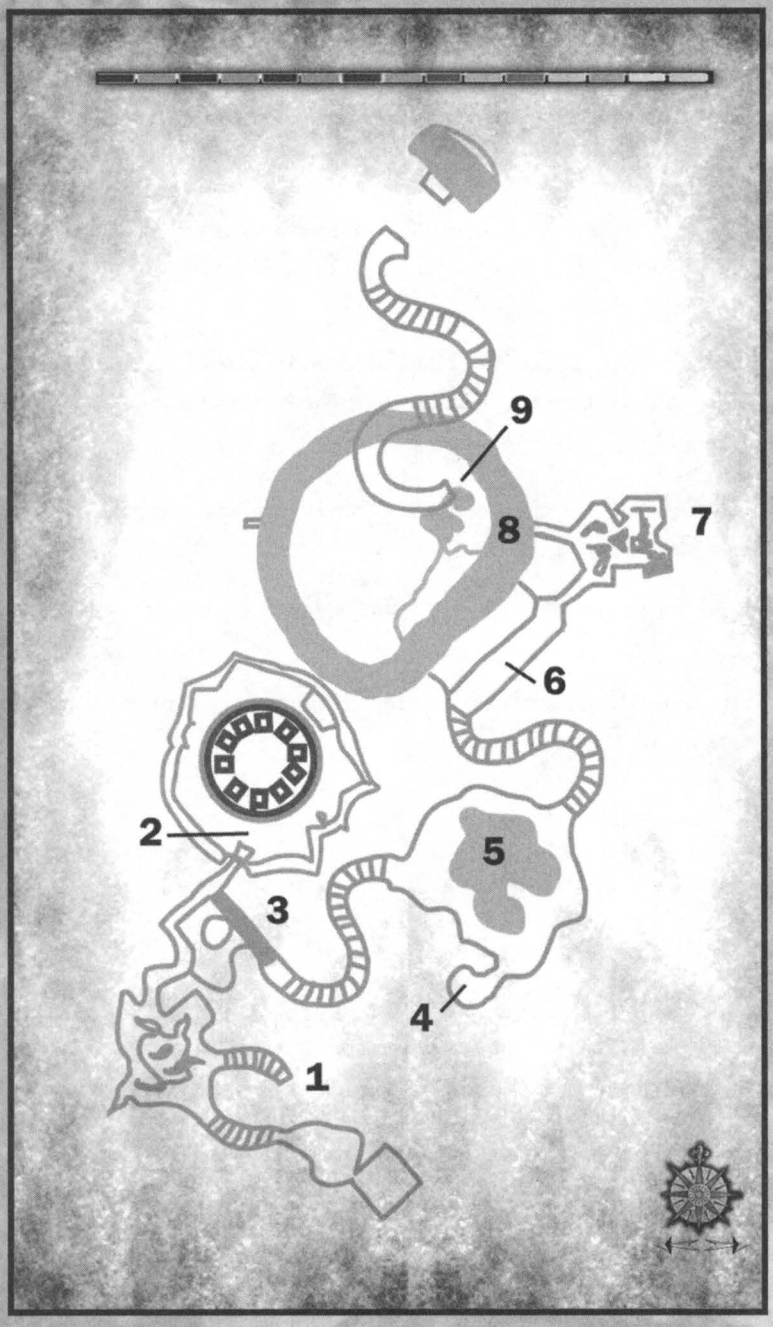
But here's an omniscient tip. Later in your quest, you are going to have an acute need of Silverleaf, so stock up now, while you can, and take plenty with you! You'll be mixing it with Rainbow Sulfite to make Mana Foil—a useful item if you need to build up your dwindling magic points in a hurry.

And be sure to save one Silverleaf by itself. You'll need one in the City of the Ancients to solve one of the puzzles there, and, while there's one place in the city where you can get some more, it's a lot easier if you hang onto at least one leaf until then.

The Glass Orbs

1. You need to find at least five glass spheres in all.
2. You will need to charge these spheres at the appropriate colored altars. You will need two white, two blue, and one yellow.
    - The White recharging Altar is on the second level of the Mage's Tomb, in the Dracoid Ruins.
    - The Yellow recharging Altar is in the Catacombs beneath the Dracoid Cemetery, in the section reached through the open mausoleum in the south.
    - The Blue recharging Altar is in the Catacombs beneath the Dracoid Cemetery, in the section reached through the tomb that you blast open with a barrel of oil.
3. Use one White Orb to open the northern of the two mausoleums on the west side of the Cemetery.
4. Use one Blue Orb to open the Dracoid Priest's Tomb on the east side of the Cemetery.
5. Place one Yellow, one Blue, and one White Orb in the appropriate color-coded pedestals in the Emperor's Tomb.

The Claw Mountains



1. Begin
2. Path to Barbarian Village
3. Ice Bridge
4. Ice Tiger's Lair
5. Lake with Ancient Tower
6. Plateau
7. Ice Caves
8. Ice Chasm and River
9. Exit to Ru-Loi Citadel

Things to get on this level

- Tar Crystals
- Bracers of Valor
- Great Ax Blizzard
- Ice Seeds
- Scrolls
- Greater Bezoar's Ring
- Obsidian Chainmail
- A picture of Kenneth's girlfriend

An Ancient God Speaks

I know, I know. That picture of Kenneth's girlfriend isn't worth much, at first glance. But try throwing it down, and then have another look. There's a charm inside that will improve your strength and some other characteristics.

Of course, it didn't do him much good, did it?

Things that might happen on this level:

- After getting past the Larkhon and talking to Dawn, you must journey through the Claw Mountains, crossing a narrow ice bridge, skirting a sheer precipice, and triggering an avalanche along the way.
- You can explore the Barbarian Village. The Bracers of Valor are hidden inside one of the houses.
- You can click on bubbling tar pools to collect Tar Crystals.
- If you can find the Snow Tiger's Lair and enter it in lizard form, go into the tunnel and throw the switch. A tower rises from the lake outside. If you can cross the ice floes to reach it, you can find the Great Axe Blizzard at the top.
- After crossing the plateau and avoiding the avalanche, enter the ice caves. You can click on the stalactites within the caves to get Ice Seeds.

- The ice caves open above a sheer drop and an icy river. You need to pick your way down the face of the cliff, moving from platform to platform, to reach a point where you can leap across the river.
- You can travel on an ice floe along the banks of the river to reach hidden caves. Inside one cave is a Greater Bezoar Ring and a suit of Obsidian Chainmail.
- You will encounter Baccata before reaching the Ru-Loi Citadel.

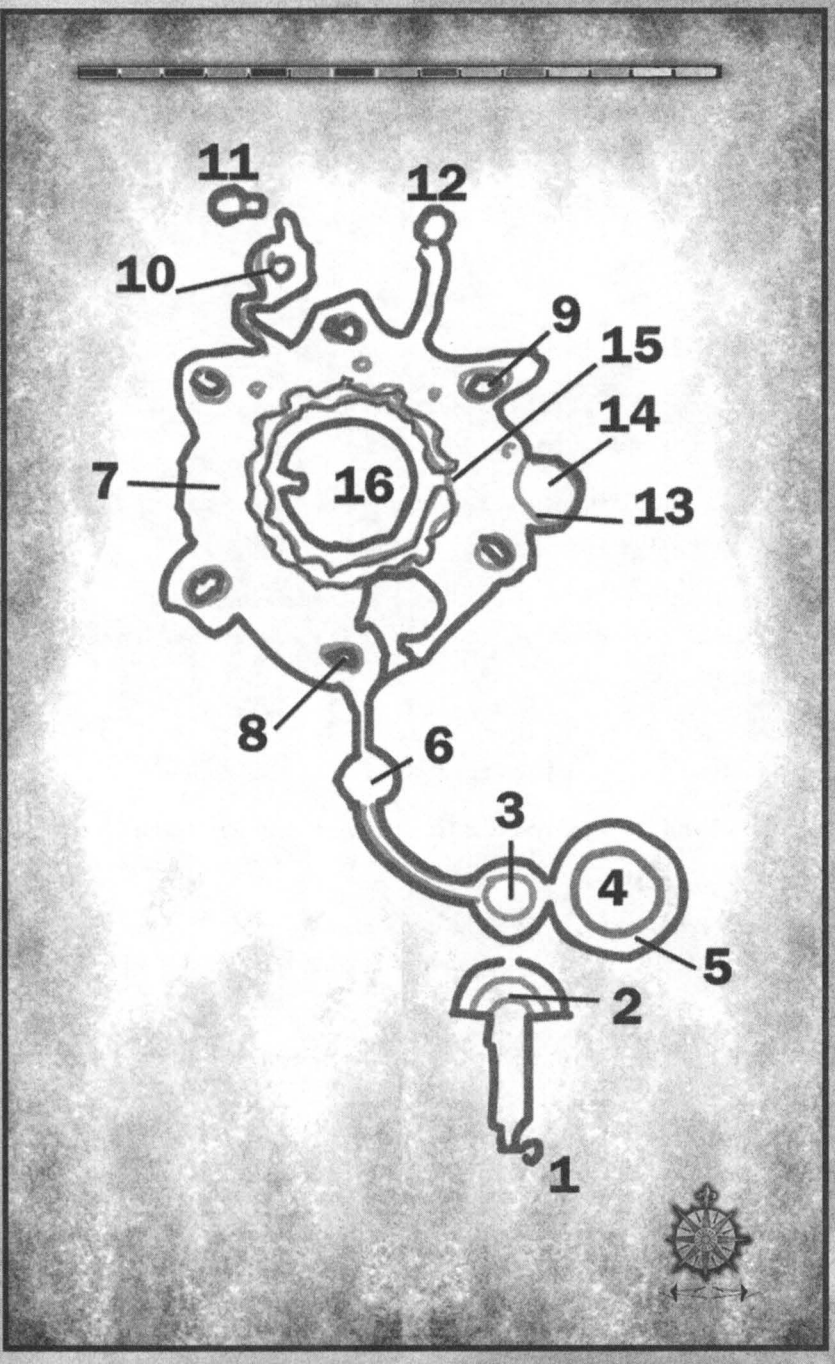
To complete this level, you *must*:

1. Talk to Dawn.
2. Leap from platform to platform to descend into the chasm, then leap to another platform across the river.
3. Talk to Baccata.
4. Enter the Citadel.

When you return this way later, after completing the Citadel, you *must*:

1. Descend the ice platforms as far as you can.
2. Jump onto a large ice floe as it drifts beneath you.
3. Make a running leap from the ice floe onto the bank of the river where it is lowest.
4. Climb the wooden steps set into the ice cliff to the west of the place where the avalanche wiped out your earlier path.
5. Retrace the rest of your steps back to the spot where you met the Larkhon.
6. Jump across the river to enter a cave and make your way back to the Savage Jungle.

The Ru-Loi Citadel



1. Entrance to the Citadel
2. Orb Switch
3. Eye Switch
4. Egg Chamber
5. Orb Switch activates steps in the Slave Caverns
6. Elevator
7. Slave Caverns
8. Teleport to Entrance
9. Eyeball Switch activates Plasma Cannon
10. Eye Switch activates Iris Door
11. Dawn's Prison Cell
12. Slave Women's Cell
13. Plasma Steps
14. Plasma Cannon
15. Iris Door
16. Way to Hive Lord and Great Forge

Things to get on this level

- Rainbow Sulfite
- Various Pharmacopoeia items
- Coward's Shield
- Myriad Crossbow
- Halberd Bastion

Things that might happen on this level:

- You must get past several Ru-Loi at the entrance. Go through the doors by clicking the Orb Switch and an Eyeball Switch.
- Find the Orb Switch within the Egg Chamber. This activates the Plasma Steps in the Slave Cavern below.
- Attack the central light vent in the Egg Chamber. Destroying it causes the acid to drain from the pool, revealing Coward's Shield, Crossbow Myriad, and Halberd Bastion.
- Find the elevator and click on the Brain Switch to descend to the Slave Cavern. A web door will open as you approach.
- If you can kill all of the Ru-Loi, you can free the slave women in the northern part of the caverns.
- Go to the northeastern portion of the Slave Caverns. Find an Eyeball Switch and click on it. This activates a plasma cannon that creates a bridge for you.
- Find the tunnel leading to Dawn's prison cell. The Brain Switch opens the secret passage leading to a teleport pad that will take you there. The Brain Switch also opens an iris door on the far side of the Plasma Bridge.
- Find a tunnel leading to a cell with some slave women. You can free them if you kill all of the Ru-Loi. You'll have to spark the device to the left of their cell, then pull the switch you reveal there to open the door.
- Go to a point beneath the Plasma Cannon and jump up the flight of plasma steps to reach the ledge where the cannon is mounted. Save often. It's a long way down!

- The cannon is creating a Plasma Bridge each time it fires. Run across the bridge and through the open Iris Door on the far side. Run fast! The bridge is only in existence for a few seconds at a time.
- Past the Iris Door you will find a web-door that opens when you touch it. Beyond, you will witness a meeting of Ru-Loi and a Hive Lord. Afterward, talk to the Hive Lord.
- Kill the Hive Lord to raise the force field. Beyond is the Great Forge. Enter it.
- Find the pedestal to the right of the entrance and place the Great Sword Firestorm on it. (If you were able to have Thohan's Sword repaired by Rashar, you may, if you wish, enchant that weapon also.)
- With the weapons enchanted, go to the pedestal with the Dreamstone and take the stone.
- Find the teleporter within the Great Forge to return directly to the Citadel's entrance. If, instead, you return to Dawn's slave room and click the Dreamstone on the on the lock to the right of her cell, she will be freed. Take the Bestial Disk she gives you.
- Go to the entrance and use the Dreamstone to open the door. Be sure to retrieve the Dreamstone before you leave!
- Leave the Citadel and return through the Claw Mountains.

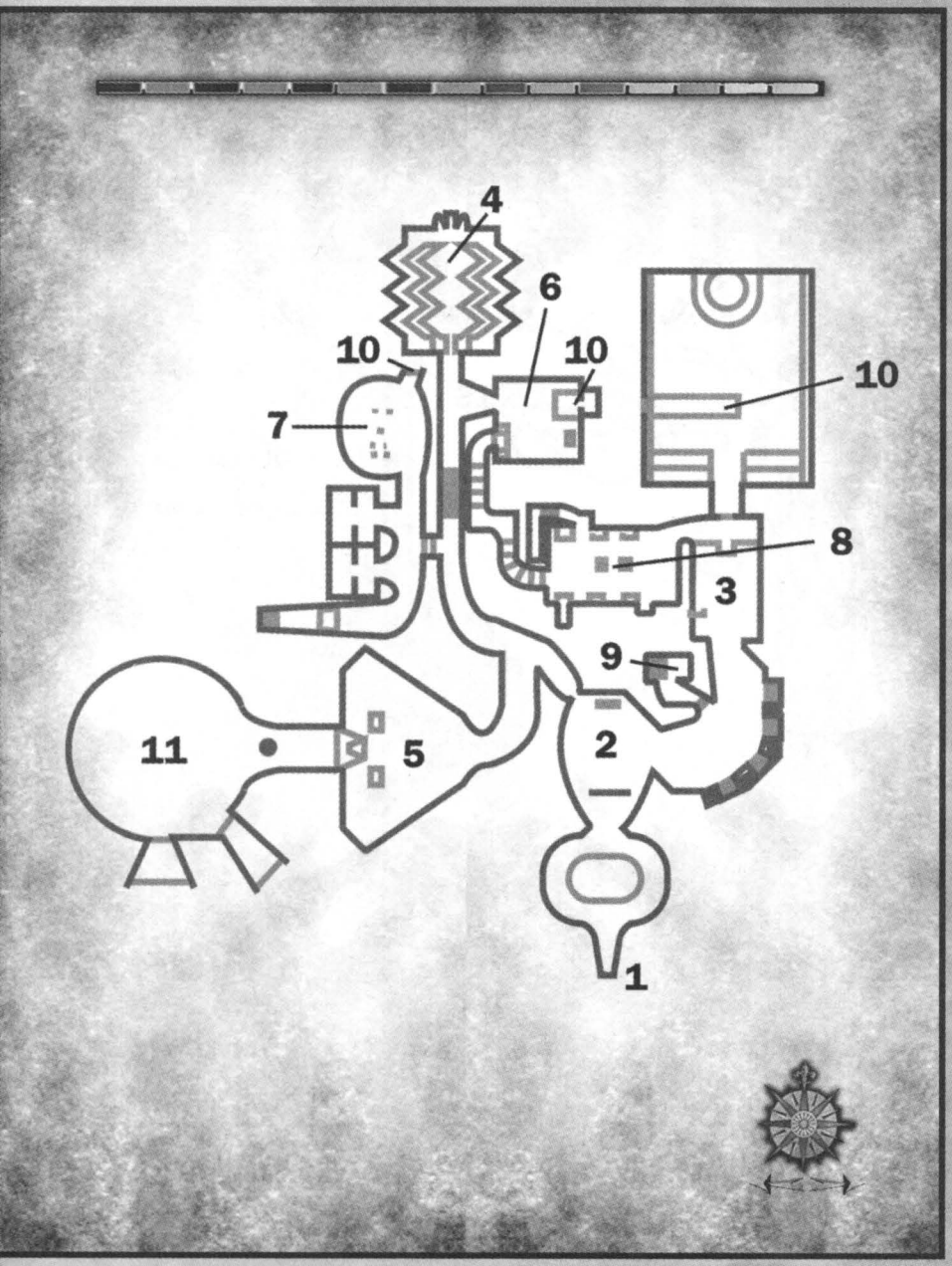
An Ancient God Speaks

Clicking on those brain switches scattered through the Slave Cavern will raise either a frozen captive or some pharmacopoeia items. Those magical items are worth checking out. If you forgot to bring something along earlier, now's your one big chance to stock up! You'll find Mandrake Root and Tar Crystals, Venom Sacs and Silverleaf, Aloe and Lamplight Eggs, everything you need, in fact, to create quite a few useful and potent combinations!

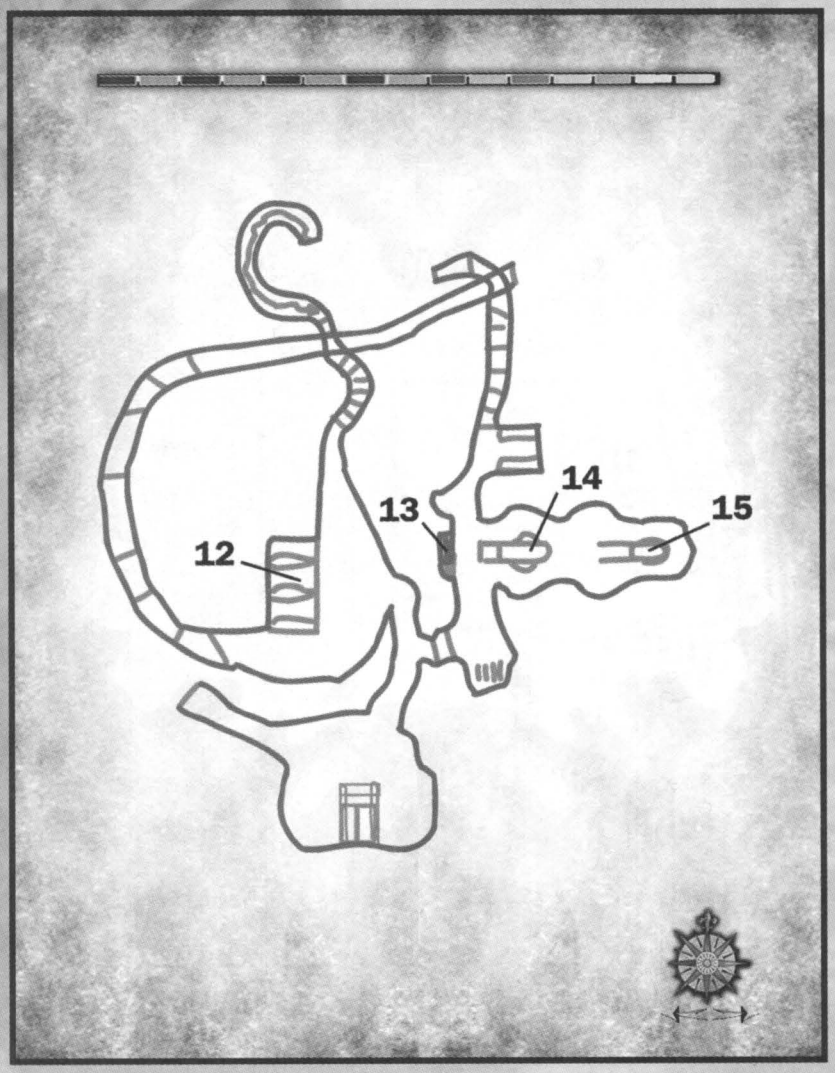
To complete this level, you *must*:

1. Click on the Orb Switch to open the first Iris Door.
2. Click the Eyeball Switch to open the next two Iris Doors.
3. Click the Orb Switch in the Egg Chamber to activate the Plasma Stairs.
4. Click the Brain Switch to lower the Elevator.
5. Click on the Brain Switch outside Dawn's Cell to open the Iris Door beyond the Plasma Bridge.
6. Click the Orb Switch in the northeastern portion of the Slave Caverns to fire the Plasma Cannon and create the Plasma Bridge.
7. Jump up the Plasma Stairs to the ledge with the Plasma Cannon.
8. Cross the Plasma Bridge and go through the Iris Door.
9. Click on the web-like door.
10. Encounter, fight, and defeat the Hive Lord.
11. Find the Dreamstone in the Great Forge and take it.
12. Use the Teleporter to return to the Main Entrance.
13. Click the Dreamstone on the lock next to the door to open the door and proceed to the next level.

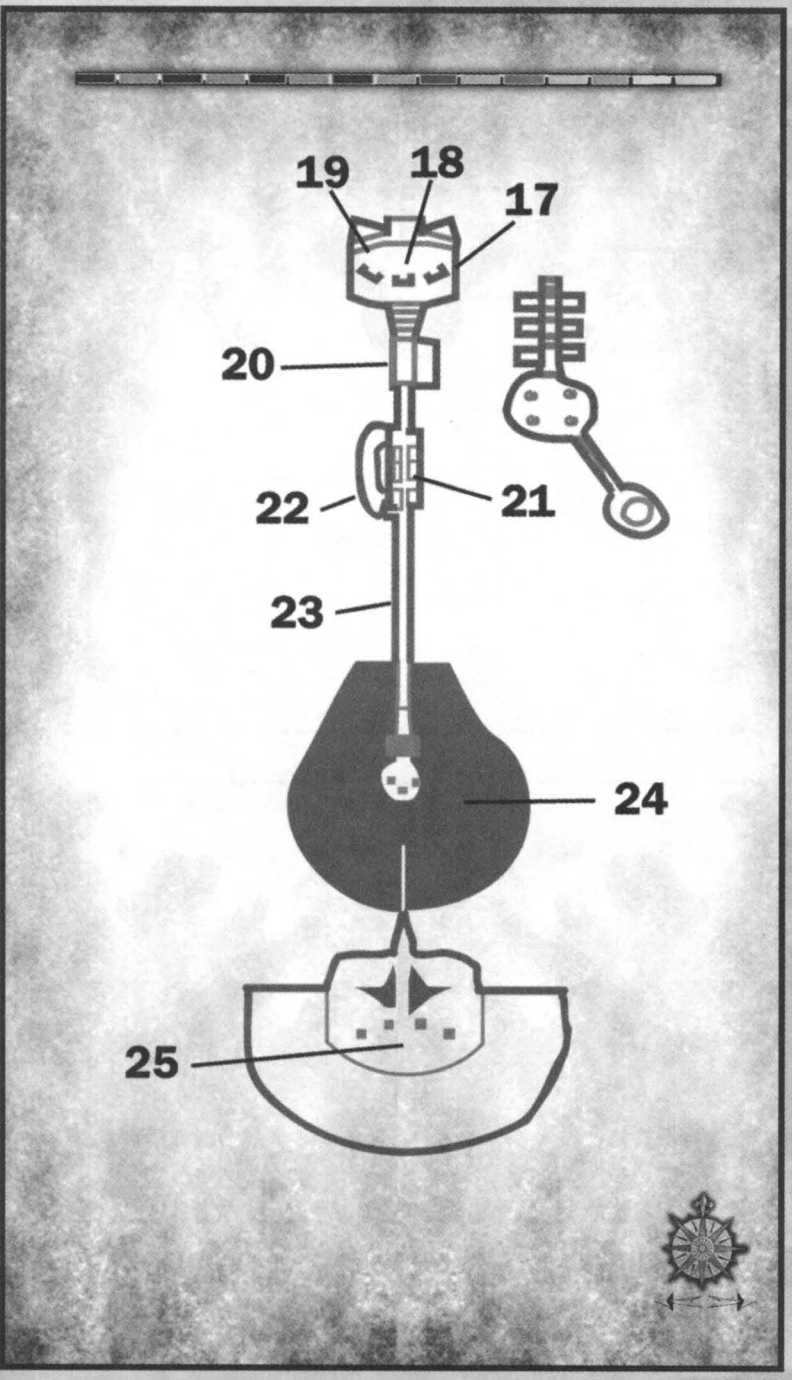
The Huline Temple



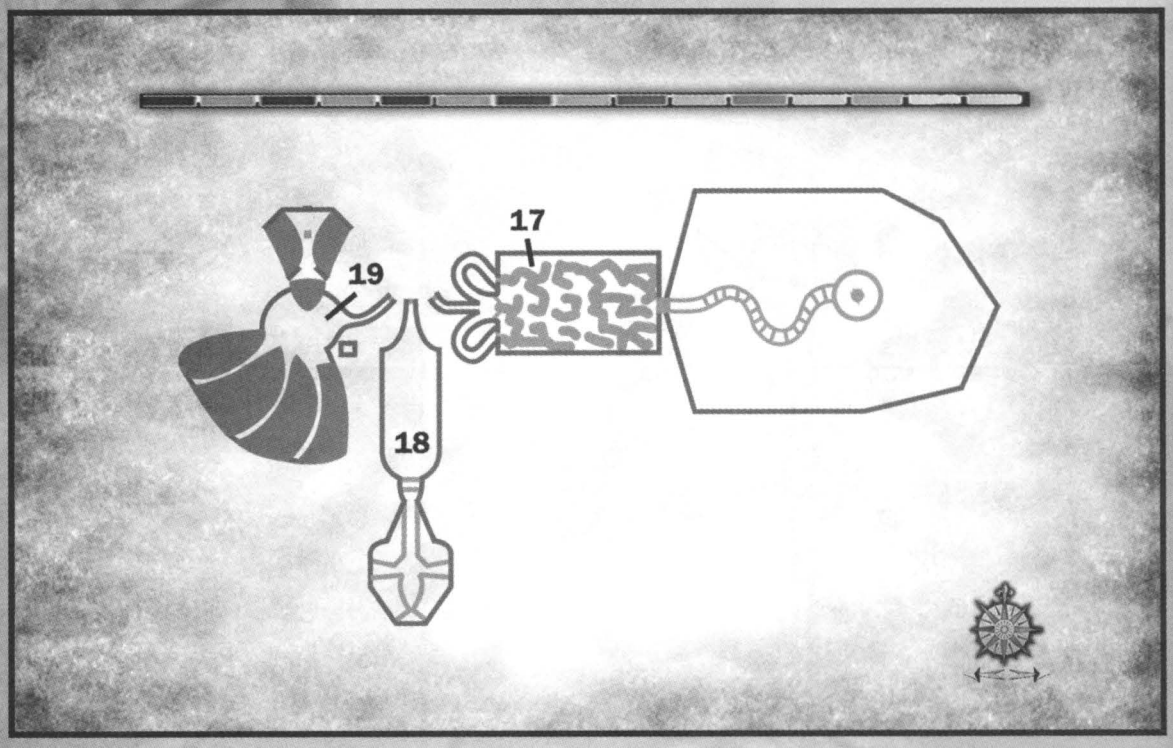
1. Entrance
2. First Altar Room
3. Chapel
4. Chapel with Altars of Life and Death
5. Altar of Balance
6. Priest's Room
7. Kitchen
8. Library
9. Statuette Room
10. Secret entrance to lower halls
11. Spiral Staircase



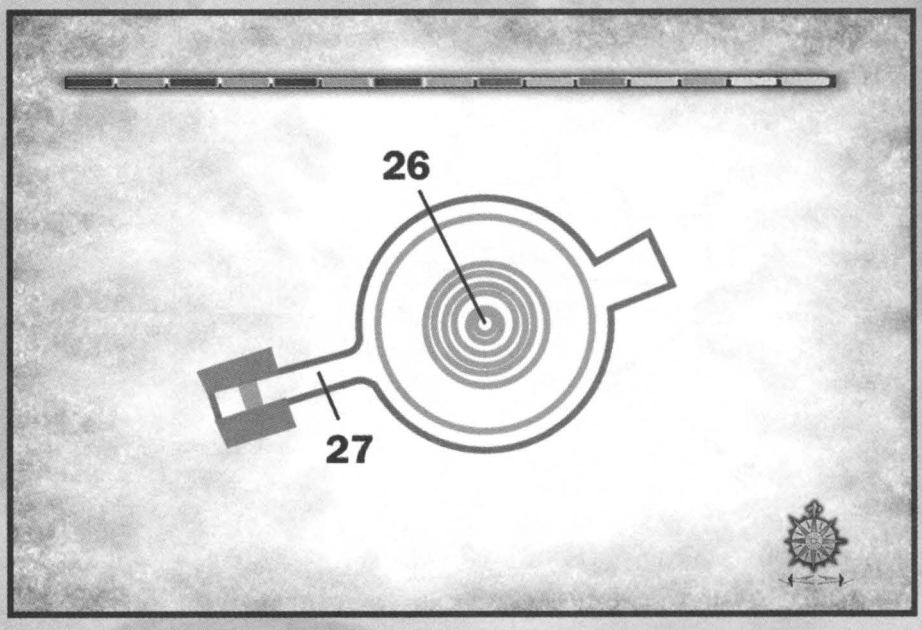
12. Coffins (Iron flute is here)
13. Priest's body found here
14. First machine
15. Second machine



16. Entrance
17. Entrance to The Path of Life
18. Entrance to The Path of Balance
19. Entrance to The Path of Death
20. Entrance to Oil Pool
21. Whirling Blades
22. Secret Passage
23. Rolling Boulder Trap
24. Three Niches
25. Elevator Room



17. The Path of Life
18. The Path of Balance
19. The Path of Death



26. The Chamber of Voices
27. Way back to the Savage Jungle

Things to get on this level

- Aloe Leaf
- Poison Paint
- Venom Sacs
- Gorgonite Nodules
- Amber
- Ancient Magic Stones
- Mists of Doom Spells
- Healing Spells
- Catring
- Iron Flute (used to complete puzzle)
- Crystal Shards (used to complete puzzle)
- Statuette (used to complete puzzle)
- Jkar Idols (used to complete puzzle)

Things that might happen on this level:

- You need to enter the chapel and place an Aloe Leaf in the bowl with a blue base, and Poison Paint in the other. This lowers the floor, revealing another stone altar.
- When you kneel before the Gods of Life or Death, you will receive an Aloe Leaf or a Poison Plant, respectively. You will also find a Catring on a secret shelf.
- Drag the body of the Caretaker onto the stone altar. Position it carefully, adjusting it until a bolt of lightning incinerates the body.
- Click on the tapestry to the left of the bowl altar to reveal a hidden door.

- To the east of the first altar room is a room leading to a second. You can place Aloe and Poison Paint in these bowls as well.
- Click on the pedestal in front of the healing pool beyond the second chapel to collect a Crystal Shard.
- In the Priest's bedroom, you can ignite the candle and hanging lamps and click on the quill pen to open a secret passage.
- In the Priest's Bedroom, you can click on one of the bedposts to open a secret room.
- In the Kitchen, you can light the burner under the kettle, and you can touch one of the wall tiles to open a hole through to a hidden passageway.
- In the lower halls you will find the Caretaker's body on a table. Push the button to the right to place the body on a moving conveyer belt and send it into a machine where it will be reduced to red mulch. Drag the trough of red mulch to the next machine in line, which will give you a statuette.
- Return to the second chapel and find the secret door to the Library by clicking on a wood panel near the altar, if you haven't found it already.
- In the Library, click the button on the south wall to open a door to the Statuette Room, go through, and place the statuette on the empty shelf. This raises an altar and gives you another Crystal Shard.
- Find the Balance Room, and place a Crystal Shard in each bowl of the scale. This opens a secret door. Go through to a receptacle where you click the Dreamstone, raising a spiral stone staircase.
- Follow the Paths of Life, Death, and Balance to gain three Jkar Idols.
- You will now face three Huline puzzles which you have faced, in decayed and weakened form, before. Place an Iron Flute in the Receptacle to cover an oil pool which bursts into flame when you step in it. Jump and crouch to avoid the whirling blades in a hallway, or bypass it through a secret passage. Finally, click two buttons at the end of a room to avoid being crushed by a rolling boulder.

- Beyond the boulder trap, step out onto a platform where three wooden cases will descend. Click a Jkar Idol into each case, causing steps to appear and form a magical bridge. Cross the bridge to the Elevator Room.
- Stand on the elevator, which looks like a bridge over a chasm. Take the Elevator down to the Chamber of Voices. Fight and kill the Hive Lord, and use the Dreamstone to open the doors.
- Within the Chamber of Voices, click the Dreamstone onto the pedestal, raising the City of the Ancients. You will then be teleported to the Third Sphere.

To complete this level, you *must*:

1. Cremate the Caretaker's Body by putting him on the Altar and placing Aloe and Poison Paint in the two bowls.
2. Collect a Crystal Shard from the Healing Pool room.
3. Mulch the Caretaker's Body in the first machine, then place the trough with the red goo into the second machine to receive a statuette.
4. Click on the button in the Library to open the Statuette Room.
5. Place the Statuette on the empty shelf to get a second Crystal Shard.
6. Place the Crystal Shards into the bowls of the scales to open a secret door.
7. Click the Dreamstone on the receptacle to raise the stone steps.
8. Follow the three Pathways and collect three Jkar Idols.
9. Click two buttons in the final Pathway to block the rolling boulder.
10. Click the three idols into three cases to create a magical bridge of steps.
11. Enter the Elevator and ride it down to the Chamber of Voices.
12. Fight and kill the Hive Lord.
13. Enter the Chamber of Voices and click the Dreamstone on the pedestal to exit the level.

An Ancient God Speaks

There are a few things you'll want to make sure you have with you before you leave for the Third Sphere. It might be a good idea to cache these away someplace within the Savage Jungle where you can find them later, then be sure you pick them up before you enter the Huline Temple. You can return from the Huline Temple and pick your stuff up before going on, but you must retrace your steps through the Temple to return to the Chamber of Voices, and that would be inconvenient. Once you enter the Third Sphere, you can't come back!

So, what should you take? Some Cave Crystals. You'll need Them later on. Some Pyro Pods will be useful too, because you'll need some fire spells. You can make a Pyra Pod by mixing Tar Crystals with Mandrake Root, or you might be able to find some ready–made.

And bring at least one piece of Silverleaf. My recommendation is to get a lot of Silverleaf when you have the chance, then combine it with Rainbow Sulfite at the Citadel to make yourself a store of Mana Foil. But be sure to leave at least one piece of Silverleaf unmixed! You'll have a specific use for it later!

Finally, if you didn't bring a bow along from the First Sphere, you should definitely ensure you have one now, and one other than Longbow Shift. There is a bow in the Third Sphere, but it is fiendishly difficult to get. You'll need a bow for some trick shooting at the end of the Third Sphere.

A STEP-BY-STEP WALKTHROUGH OF THE SECOND SPHERE

Here is one way to get through the Second Sphere with everything you need to reach the Third. Keep in mind that *Lands of Lore: Guardians of Destiny* is an extremely open-ended game. The path that you follow on your quest will almost certainly be different from the one presented here.

Note, too, that this walkthrough does not pick up every available hidden item, or open every secret door. There's a lot more in the game for you to find for yourself than we can list for you here!

The Savage Jungle and the Wild One Settlement

1. Meet the Wild One Guardians, and show Daniel's Knife to Daniel. The Wild Ones will scatter. Pick up the Knife and follow the jungle trail south.
2. Find the Huline Temple and talk to the Caretaker. Watch in horror as an incarnation of Belial emerges from the Temple, grabs the Caretaker, and vanishes back inside.
3. Explore the Huline Jungle. Pick up Vel's Fruit and Lamplight Eggs. Try to avoid being poisoned by Lamplights. Kill some Lamplights to get their Venom Sacs.
4. Find the entrance to the Dracoid Ruins, a huge pit near the center of the Jungle.
5. Find the Dracoid Cemetery, toward the northeast of the Jungle.

6. Find the Wild One Settlement north of the Jungle.
7. Show Daniel's Knife to the Guard. Enter the Village through the tree. Talk to Daniel, to the left, and the Shaman, toward the center, of the Settlement Screen. If you lost the knife, you must fight your way in.
8. Get a Dracoid Sigil, a key to the Cemetery, from the Shaman.

The Dracoid Ruins

9. Go to the entrance of the Dracoid Ruins, and carefully make your way down to the bottom, using the log and platforms. At the bottom, avoid the Stone Squids that may attack you, and the Ssar, if they're about.
10. Go to the Passageway to the northwest of the large chamber.
11. Find the Dragon's Orb and spark it to raise a bridge across the stream.
12. Follow the passage and find the Teleport Chamber, to your right.
13. Take the Teleporter to the Teleport Room in the Emperor's Palace. There, use the other teleport images to teleport back to the Dracoid Cemetery and the Savage Jungle and establish those connections. Use the Teleporters to return to the Emperor's Palace, and then return to the first Teleport Chamber in the southern portion of the Dracoid Ruins.
14. Return to the passageway outside the first Teleport Chamber and follow it to the Mage's Tower.
15. Enter the Mage's Tower. Ignore the Dragon's Orb in the room to the left. Find the other Dragon's Orb behind the glowing pit and spark it to lower some stairs.
16. Go down the stairs and collect the Gauntlets of Might.
17. Return to the first level. Spark the Orb in the side room to lower the green force field in front of the stairs.

18. When a Ssar appears, fight him. Watch out! His breath is poisonous! Try fighting him after first using a Level 3 Healing Spell on yourself, to make yourself immune to poison.

19. After killing the Ssar, go up the steps. You will find another Dragon's Orb, another force field, and you will have to kill another Ssar to continue up to each new level.

20. Find the White Recharging Altar. If you haven't found an Empty Glass Orb yet, you'll need to come back here later.

21. Find the Ssar. Talk to him, then fight him. You're in for a tough battle against powerful magic.

22. When the Priest is dead, find the Bracers of Dead and exit the tower.

23. Return to the Teleport Room. Go to the Teleport Room in the Palace, and step through the image of the Dracoid Cemetery to go there.

The Dracoid Cemetery

24. Use the Sigil to open the gate and go inside.

25. Open the doors to the Mausoleum to the right of the main entrance. Go through to the Catacomb entrance beyond.

26. Explore the Dracoid Catacombs. Try using Spark Spells and the Sword Prism against the Dracoid that attack you.

27. Find the Yellow Altar. An Empty Glass Globe is lying nearby. Click the Globe on the Dragon's Claw Altar to charge it with yellow magic.

28. Return to the surface, and explore the rest of the above-ground portions of the Cemetery. Collect as many Empty Glass Globes as you can find. Some will be inside the Mausoleums on the floors, and some will be inside the stone sarcophagi.

29. Find the northernmost of the two Mausoleums farthest to the west. Use the charged White Globe to open it. Inside, to the right as you turn to face the door, is a switch. Throw that switch to open the door of the Mausoleum to the south.

30. Go to the Mausoleum to the south. Inside the door is a barrel. Push and drag the barrel to the door, and watch it get knocked over and roll into the first mausoleum, where it spills a large amount of oil.

31. Save your game. You'll need to experiment a bit to find out what distance to stand at for this next one. Spark the oil. Too far and you'll hit the ceiling; too close and you'll die. At the right distance, the oil will explode and open up the way to another set of Catacombs.

32. Explore these new Catacombs. Find the Blue Altar and use it to charge a Blue Glass Orb. If you were able to find an extra glass sphere earlier, charge it blue as well. You're going to need two of them.

33. Find the southern of the two places in the Catacombs where you're separated from another room by some boards. Jump over the boards—a trick possible for Luther as a human, but not as a beast. This will drop you through to the lower, first Catacomb Level and let you emerge once more from the open Mausoleum.

34. Go to the Mausoleum entrance on the east side of the Cemetery with a gargoyle inconspicuously tucked into a niche to the right of the door. The gargoyle will show blue when you click on it. Use a Blue Orb to open the Mausoleum to gain access to an Undead Priest.

35. Wearing the Bracers of the Dead, talk to the Undead Priest. He will give you an Urn and ask you to acquire his ashes from the Dracoid Ruins—in a cave beyond the big lake—and return with them to the Cemetery.

Into the Ruins again, then back to the Cemetery

36. Return to the Dracoid Ruins, using the teleporter link near the death angel statue near the cemetery entrance.

37. Find the Dracoid Hotel in the Ruins, near the northernmost river before the great underground lake. On the second floor, a bump against a guard railing will cause it to collapse. You can follow this path to the Dracoid Priest's body.

38. Within a cave near the large underground lake, you will find the Dracoid Priest's body. Drag the body onto the platform and spark both Dragon orb Pedestals to reduce the corpse to ashes.

39. Click the Urn on the ashes, then return to the Teleporter

40. Make certain you have one White Glass Orb before you return. If you have none, you will need to travel to the Mage's Tower to collect another.

41. Return to the cemetery.

42. In the Priest's Mausoleum, give the Urn to the Undead Priest in exchange for an Ankh.

43. Find the Emperor's Tomb north of the Dracoid Priest's Mausoleum. Click the Dracoid Ankh against the Ankh symbol to raise the tomb.

44. Place a Yellow, Blue, and White Orb in the pedestals within the Emperor's Tomb to open magic doors. Use the Ankh to go through, and, if you're still wearing the Bracers of the Dead, listen to the Emperor speak. Afterward, click on the Emperor's Remains inside the sarcophagus to take them with you.

45. Return to the Ruins for one last visit. Find the Statue of Belial and place the Emperor's Remains at its foot. The statue will come alive and blast its way through a wall. Follow it to watch a battle between it and a giant worm.

46. After the battle, exit the Ruins before you drown. You must run ahead and to the right, enter a room on your right, use the ramp to jump onto a table, cross to another table, leap into a tunnel entrance, follow the tunnel to another tunnel, push a wooden platform out into the rising water, step onto the platform, and finally ride it to safety.

47. You will find yourself back in the Savage Jungle, on the banks of the Bane River. Talk to Dawn.

48. Make a last trip to the Cemetery and talk to the Emperor. When you leave, you will see Silverleaf bushes growing. Gather as much Silverleaf as you can before returning to the Wild One Settlement.

A Warrior of the Tuani

49. Give the Silverleaf to the Shaman. You will be required to fight Daniel in order to be initiated into the tribe.

50. After fighting Daniel, see the Shaman. You will be given some Amaranth Serum. Mix the Serum with the Silverleaf to make Larkhon Vapors.

51. You can find the Larkhon on the far side of the river east of the Savage Jungle. You'll need to knock over a tree, cross the log, jump to another log, and jump from the tree to get across the chasm. The Larkhon is at the top of the hill. Use the vapors on him to put him to sleep, then move past him and into the Claw Mountains.

The Claw Mountains

52. Talk to Dawn, then explore the Claw Mountains. Find the Barbarian Village, and check inside the houses until you find the Bracers of Valor. You'll need these if you picked up the War Axe Traitor in the Emperor's Palace and hope to use it without killing yourself.

53. If you can find the Snow Tiger's lair, search it as a lizard and find a small cave. Throw the switch inside. This raises an Ancient's Tower from the lake.

54. Check the tower by crossing on the ice floes. The Great Axe Blizzard is at the top.

55. Beyond the bridge, cross a snow-covered plateau next to a chasm to enter a series of ice caves. Explore the caves until you find another deep chasm with a river at the bottom. Kenneth's body marks the spot.

56. Carefully—saving often—descend the series of platforms, then jump across to the platforms on the other side of the river. You will meet Baccata in the tunnel, before you approach the Ru-Loi Citadel.

Citadel of the Ru-Loi

57. Approach the Citadel. Click the orb to open the next door, and click on the eye switch beyond to open two more doors. You will be attacked by Ru-Loi guarding the entrance.

58. Find the Orb Switch within the Egg Chamber to activate the Plasma Steps in the Slave Cavern below.

59. Attack the central light vent in the Egg Chamber. Destroying it causes the acid to drain from the pool, revealing Coward's Shield, Crossbow Myriad, and Halberd Bastion.

60. Return to the chamber with the eye switch. Find the elevator and click on the Brain Switch to descend to the Slave Cavern. A web door will open as you approach.

61. Fight the Ru-Loi. Watch out for their pink plasma tower spells! Don't touch them!

62. If you can kill all of the Ru-Loi, you can free the slave women in the northern part of the caverns.

63. Go to the northeastern portion of the Slave Caverns. Find an Eyeball Switch and click on it. This activates a plasma cannon that will create a bridge for you.

64. The northwestern tunnel leads to a brain switch protected by plasma-firing mechanisms. Click the switch to open an iris door elsewhere and to open a hidden door in this chamber.

65. Go through the hidden door and leap to the teleport disk to find Dawn.

66. Find the plasma steps going up the side of a wall. Climb the steps to reach the ledge where the cannon is mounted.

67. The cannon is creating a Plasma Bridge. Run across the bridge and through the open Iris Door on the far side. The bridge is only on for a few seconds at a time.

68. Ahead, you will find a web-door that opens when you touch it. Beyond, you will witness a meeting of Ru-Loi and a Hive Lord. Afterward, talk to the Hive Lord.

69. Kill the Hive Lord to raise the force field. Beyond is the Great Forge. Enter it.

70. Find the pedestal to the right of the entrance and place the Great Sword Firestorm on it. (If you had Thohan's Sword repaired by Rashar, you may, if you wish, enchant that weapon also.)

71. With the weapon enchanted, go to the pedestal with the Dreamstone and take the stone.

72. Find the teleporter within the Great Forge to return directly to the Citadel's entrance.

73. Retrace your steps back to the slave cavern to Dawn's slave room and click the Dreamstone on the lock to the right of her cell, freeing her. Take the Bestial Disk she gives you.

74. Go to the entrance and use the Dreamstone to open the door. Be sure to retrieve the Dreamstone before you leave!

75. Leave the Citadel and return to the Claw Mountains.

Through the Mountains Once More

76. Find an ice ledge outside the tunnel from which you can jump down onto an ice floe as it passes.

77. Ride the ice floe. Careful timing and a mighty lizard-leap will let you reach the shore. You may wish to check out a cave along the way and look for some hidden items.

An Ancient God Speaks

> *If you can jump from the ice floe into the small cave, you'll find a couple of useful items right off. Try lighting that tripod lamp, though, and see what else might be revealed!*

78. On the shore once more, find the log steps going up the side of the mountain. Climb the steps, reach the top, then retrace your path back to the Savage Jungle.

79. Past the snoring Larkhon, you will have to jump across the river to reach a tunnel on the other side. The tunnel leads you back to the Savage Jungle.

The Huline Temple

80. Approach the Huline Temple in the Savage Jungle, and click the Dreamstone on the front door, then again on the double doors within.

81. Place the Aloe Leaf in the bowl on the altar with a blue base and the Poison Paint in the bowl on the altar with a red base to lower the floor, revealing another stone altar. You can make more Poison Paint by combining Lamplight Eggs and Poison Sacs, or by kneeling before the God of Death in another chapel. You can get more Aloe Leaves by kneeling before the God of Life, or by finding the room with an Aloe Bush growing in it. An Aloe Leaf and some Poison Paint are on the floor by a second bowl altar in a chapel to the east.

82. Drag the body of the Caretaker onto the stone altar. A bolt of lightning will incinerate the body. You may have to move it back and forth to adjust the position exactly before the lightning strikes.

83. Click on the tapestry to the left of the first bowl altar to reveal a hidden door. Click on the pedestal in front of the healing pool beyond the chapel to collect a Crystal Shard.

84. Go to the lower halls. Click the button near the Caretaker's body, and send the body into a machine where it will be reduced to red mulch. Drag the trough of red mulch to the next machine in line, which will give you a statuette.

85. Be sure to find the hidden Iron Flute. It's inside a coffin in the lower halls.

86. Return to the chapel and find the secret door to the Library by clicking on a wood panel to the right of the altar as you face the pews. Click the button on the south wall of the library to open a door to the Statuette Room, between the first bowl altar and the second. Go through, and place the statuette on the empty shelf. This raises an altar and gives you another Crystal Shard.

87. Find the Balance Room, and place a Crystal Shard in each bowl of the scale. This opens a secret door. Go through to a receptacle where you click the Dreamstone, raising a spiral stone staircase.

88. You now face the Path of Life. Jump from plinth to plinth to reach the other side, where you will take several Chain Spark hits as you recover a Jkar Idol.

89. Next comes the Path of Death. Travel down each of the three pathways and click the switch at the end to lower a bridge. You can get through the flames relatively undamaged if you cast a level 1 Mists of Doom spell against each of the giant floating heads. When the bridge comes down, go past the golden door to get another Jkar Idol.

An Ancient God Speaks

Take a look behind the tapestry, and look for a secret compartment. The Crossbow Noble Valkyrie is hidden in there.

90. Finally, face the Path of Balance. Kill some of the Lamplights to hold the teetering floor down so that you can click two switches on each side and open the door. Then go through to collect another Jkar Idol.

91. You will now face three Huline puzzles which you have faced, in decayed and weakened form, before. Place an Iron Flute in the Receptacle to cover over an oil pool which bursts into flame when you step in it. Jump and crouch to avoid the whirling blades in a hallway, or use the secret passage to the right. Finally, run down a hallway and click two buttons at the end to avoid being crushed by a rolling boulder.

92. Beyond the boulder trap, step out onto a platform where three wooden cases will descend. Click a Jkar Idol into each case, creating a magical bridge. Cross the bridge to the Elevator Room.

The Chamber of Voices

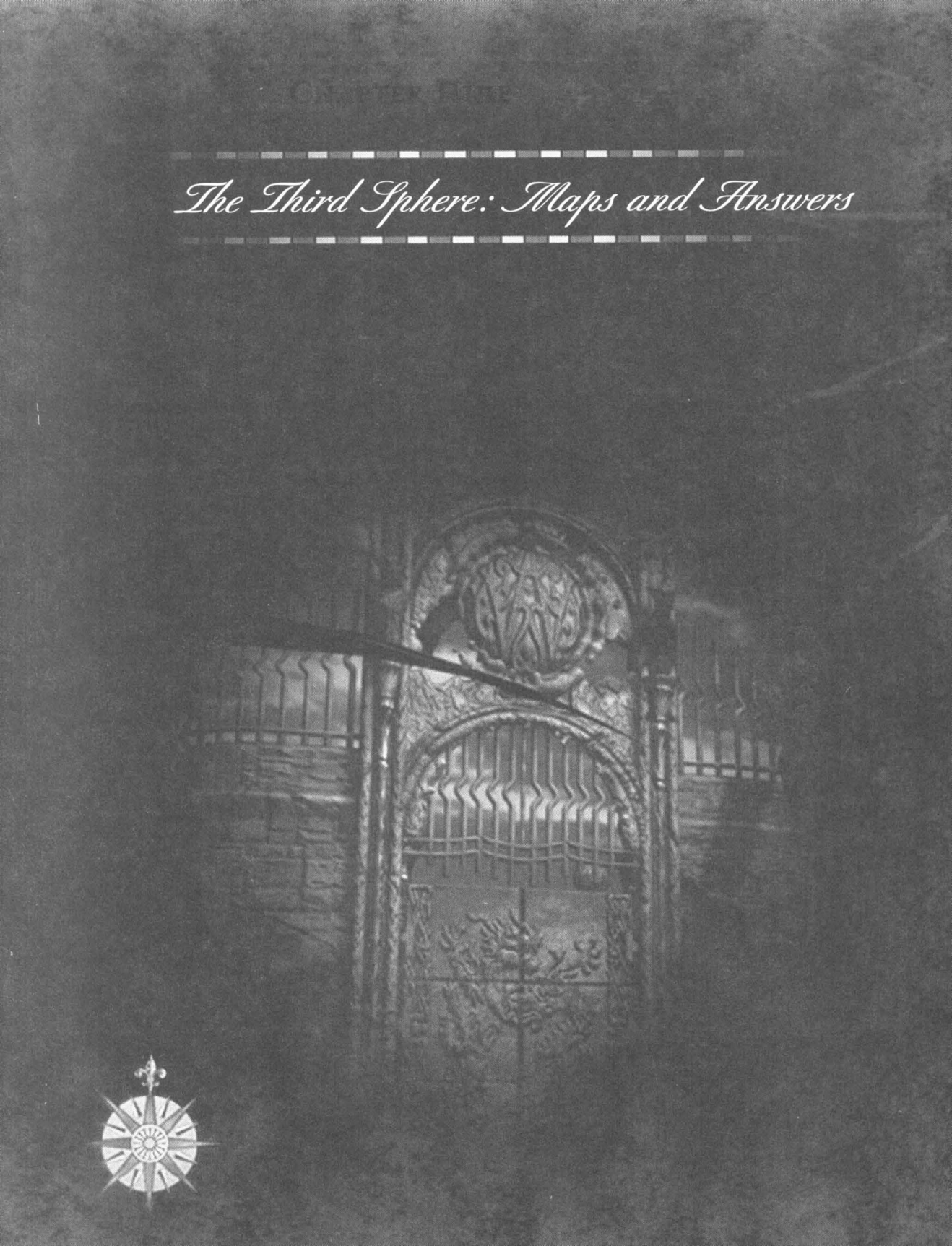
93. Step onto the bridge and descend to the Chamber of Voices.

94. At the bottom, you will meet the second Hive Lord. After talking to it, you must fight it to the death. Click the Dreamstone on the double golden doors to move through to the Chamber of Voices.

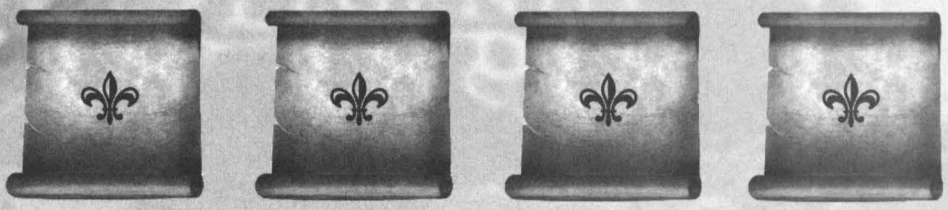
95. Within the Chamber of Voices, click the Dreamstone against the pedestal. This raises the long-lost City of the Ancients above the waves. You will then be teleported to the Third Sphere.

That's it for the Second Sphere! You're almost there! Now change disks, and move on to the Third and final Sphere!

The Third Sphere: Maps and Answers



This is a God Chapter, with information from omniscient sources! It tells you precisely what you need to do to complete the final series of game levels. Do not look in this chapter unless you don't mind having the suspense and surprise of the story's ending given away!



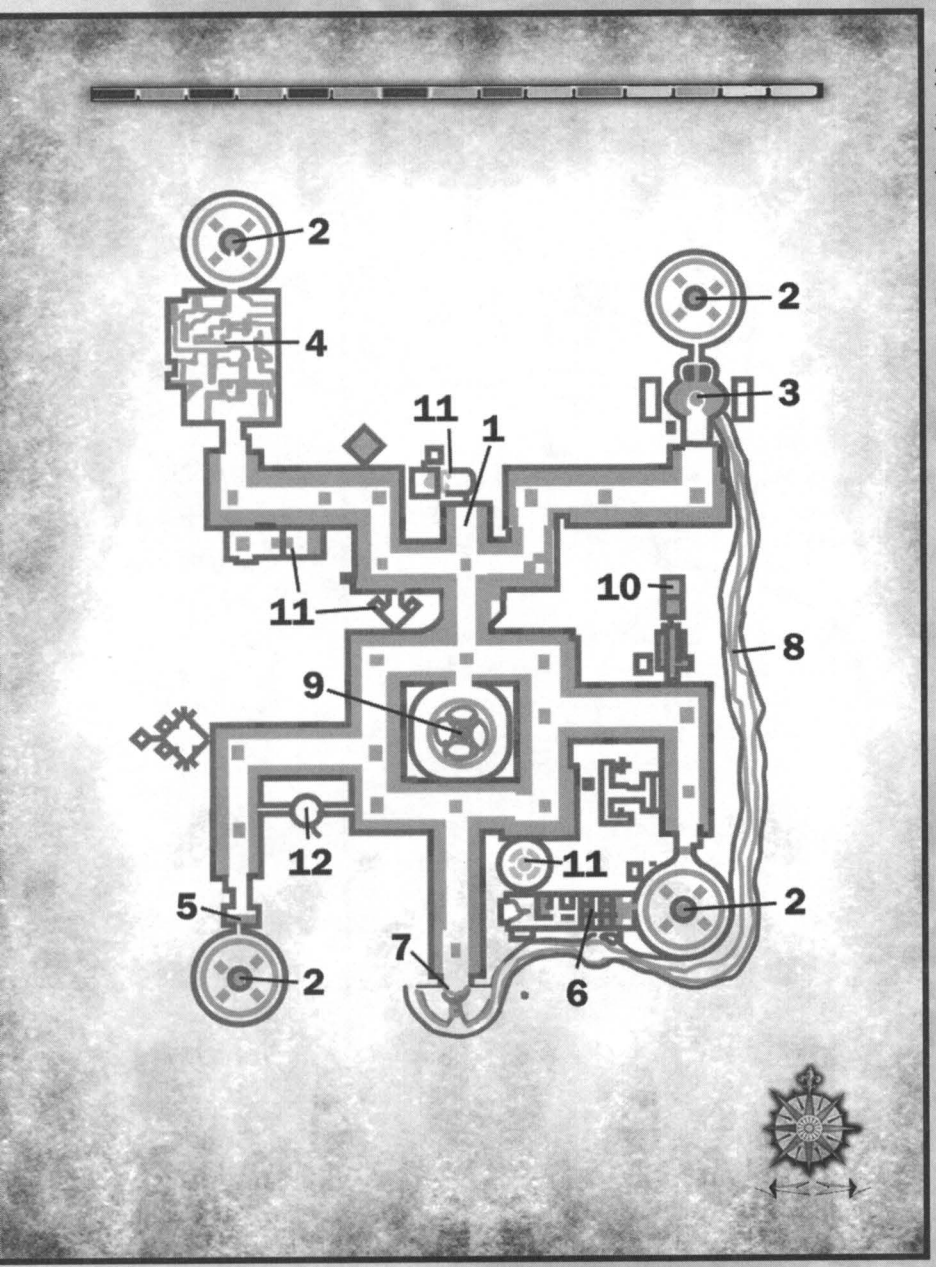
This chapter tells you exactly what you need to do to complete the Third and last Sphere of *Lands of Lore: Guardians of Destiny*. At the end of the chapter is a step-by-step walkthrough presenting one possible way to get through the entire Sphere.

Keep in mind that the actual order of events and encounters may be different, depending on how you decide to proceed.

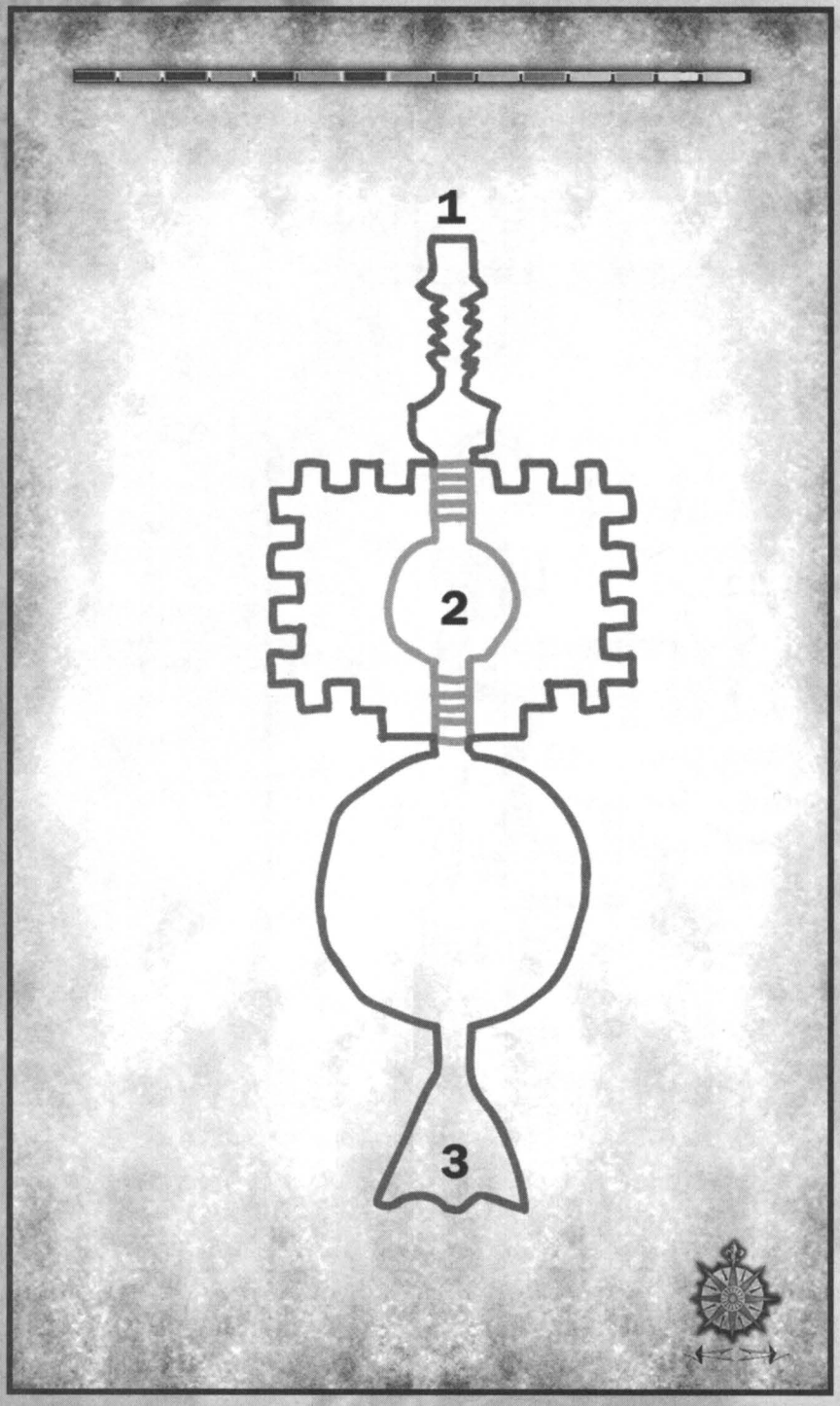
This chapter is abbreviated, compared to the others. By this time in the game, your character should be at the very peak of his powers and abilities. Once you complete the City of the Ancients, there are few special artifacts to find here, and few special things that must be done . . . beyond reaching the Birthing Chamber, expelling your curse, and destroying Belial.

THE THIRD SPHERE

The City of the Ancients



1. Elevator Door
2. Obsidian Tower
3. Arboretum
4. Shifting Maze
5. Crystal Cylinder Puzzle
6. Firewall Puzzle
7. Water Fountain
8. Canal
9. Grand Tower
10. Exit to Belial's Caverns
11. Ivory Chip puzzle
12. Silverleaf passage



1. Entrance from city
2. Belial–Hive Lord
3. Mantle Shrine

To complete this level, you *must*:

1. Turn on the water at the fountain at the south of the city. You *must* do this before attempting either the Arboretum puzzle at the northeast tower or the Firewall puzzle at the southeast tower.

2. In the Arboretum, at the northeast corner of the city, click on a yellow crystal to start the water flowing, plant a Silverleaf at the base of the pyramid, and touch the hourglass to cause the Silverleaf to break the pyramid and open the first obsidian pillar.

An Ancient God Speaks

What? You forgot to bring the Silverleaf? Didn't I tell you to save at least one piece of Silverleaf, that you would need it for one of these puzzles?

Mortals! Bah!

Very well. It's not too late. Find the hallway in a building toward the southwestern portion of the city that ends in a sheer, black drop-off. Inside, to the left and right of the rotating shape, you'll see small balconies, and some Silverleaf growing there. Now, how do you get it?

Out in the street, near one of those planter boxes, you'll find a pedestal that will accept an ivory chip. Put the chip in the receptacle, and a hovering object will fly into the room and create a path. You can go through and collect the Silverleaf then. Afterward, you can retrieve your ivory chip.

You... ah... did do what I told you, and bring some ivory along, didn't you?...

3. In the northwest corner of the city, traverse the upper level of the shifting maze, destroying the solid object, the fireball, and the frozen vapor. This enables the plasma bolts from the remaining floating object to break a pyramid and open the second obsidian tower.

4. Acquire four ivory chips. If you have two ivory chips already, brought from the Draracle's Museum, you need acquire only two more.

5. In the southwest corner of the city, place the four ivory chips in the four receptacles, shattering the pyramid and opening the third obsidian tower.

6. In the southeast corner of the city, ignite the fountain of oil, then rapidly make your way through the series of open doors and across a canal to escape the explosion. The flames will break the pyramid and open the final obsidian tower.

7. Once each obsidian tower is open, enter the tower, grab the dragon box, and push or pull it through the teleport sphere to the Netherworld. There, slide the box into a recess on the floor, which causes a golden crystal to appear. Click on the crystal to raise a section of the Grand Tower.

An Ancient God Speaks

Want to take a little vacation? In a chamber off the boulevard on the way to the northwest tower complex, you'll find a stone goblet on a dais. If you've got some, drop some mandrake root in the cup. You'll be transported to a distant asteroid, where you'll have access to every scroll in the game!

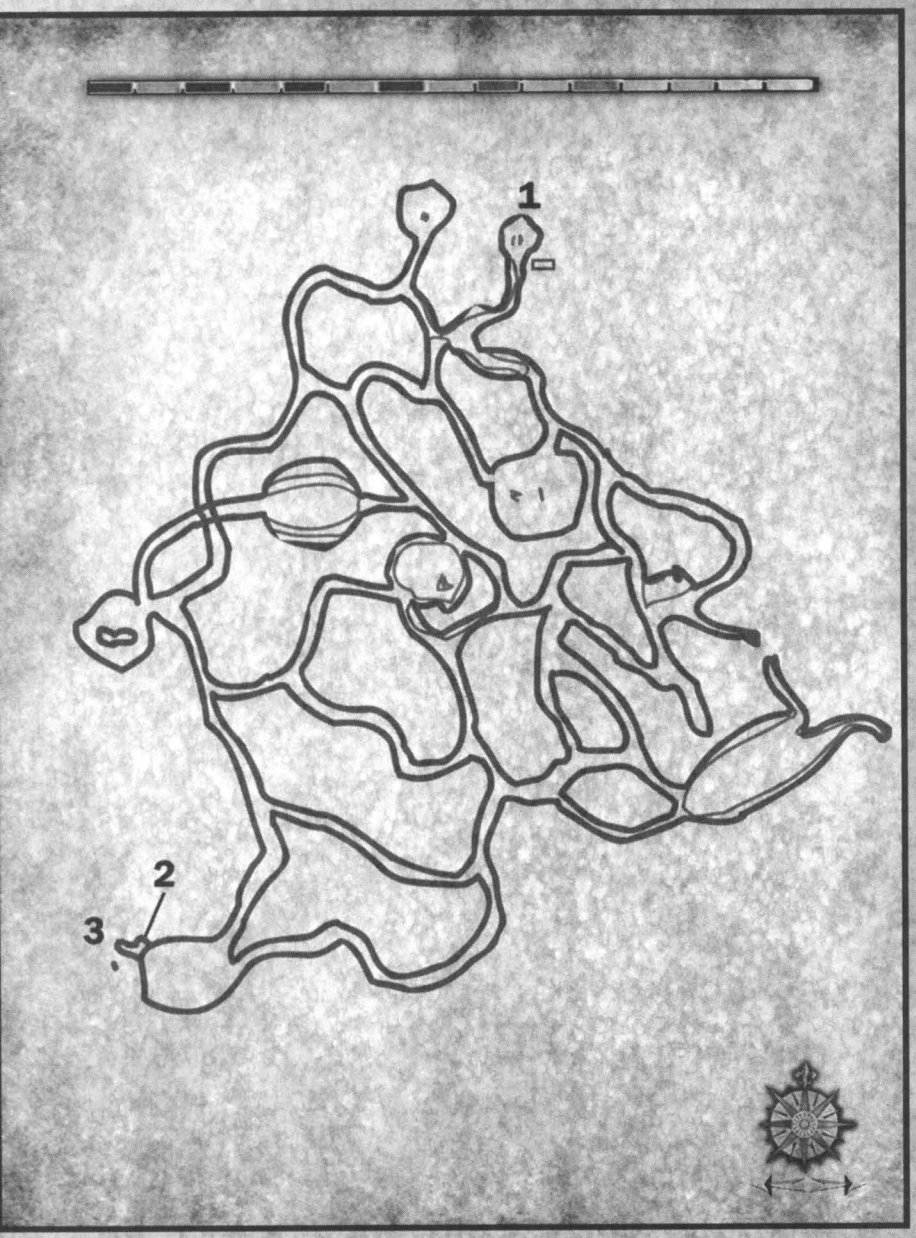
8. When all four towers have been opened, and all four sections of the Grand Tower have been raised at the center of the city, proceed into the tower and approach the Mantle Shrine.

9. You must first click on the double golden doors and fight another incarnation of Belial. When he is dead, the door to the Mantle Shrine opens.

10. Enter the energy field and become empowered with the magic of the Ancients.

11. Find the exit to the Subterranean Caverns. Enter the hallway with the statues firing balls of light, spark six dragon orbs in rooms to either side of the hallway, and proceed through the next two doors to the pool with the live dragon. Attack the dragon with an edged weapon to cut its throat and open a final secret door. Go through the door and down the passage to the right, and enter the caverns.

The Subterranean Caverns, Hive Mother



1. Begin
2. Entrance to the Hive Mother
3. Exit to Belial's Chambers

To complete this level, you *must*:

1. Enter the Subterranean Caverns.
2. Fight your way through or run to the entrance to the Hive Mother.

An Ancient God Speaks

These caverns can be tough! If you stand and fight—especially if you find yourself hemmed in by several Hive Guardians—you will almost certainly be pulled down and killed. There are about thirty monsters altogether in these tunnels, and more are being born every thirty seconds or so in the room with the entrance to the Hive Mother.

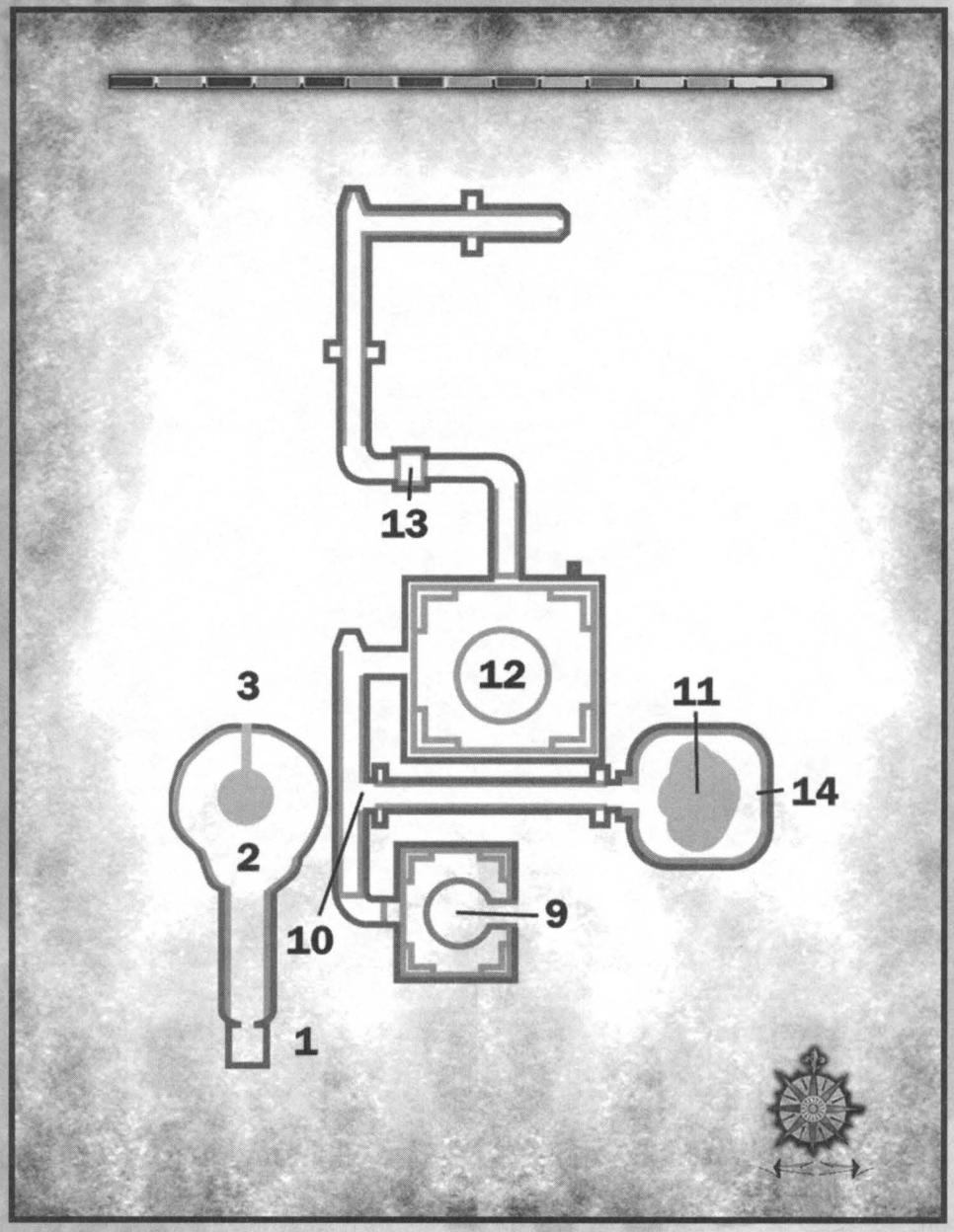
Your best bet? Run. Fast. Use both Level 2 and Level 3 Healing Spells in combination to give yourself some physical protection and to keep from being poisoned. Stone of the Cobra is a good magic weapon to use against the Guardians, and Darkstorm is your most effective sword, but you're really best off if you can avoid combat entirely and run straight for the opening to the Hive Mother.

You'll be at your most vulnerable when you're hacking away at the entrance to the Mother. That's when a couple of Guardians might sneak up from behind and take a bite out of you. Your protection spell will help you if this situation arises.

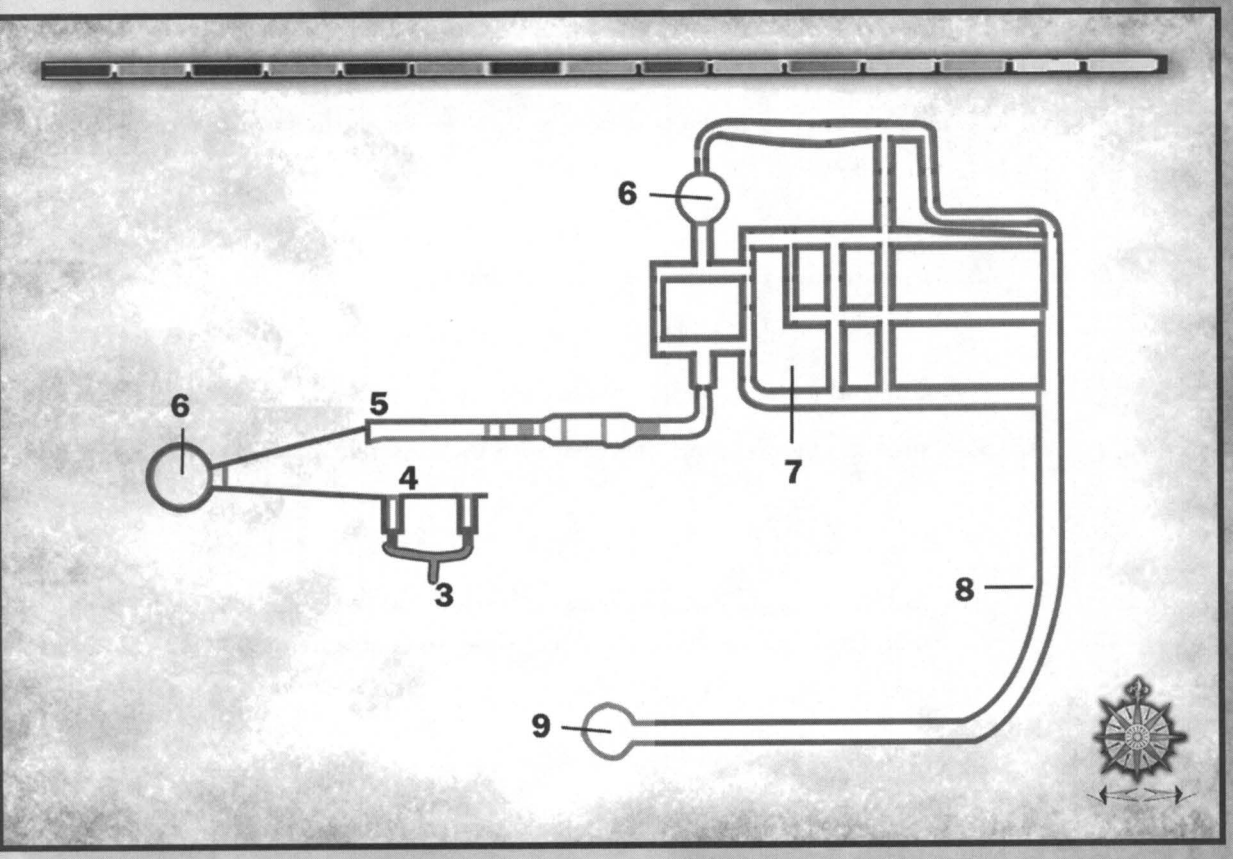
Another strategy is to cast a Level 5 Mists of Doom spell, turning yourself into an invulnerable lich. You'll be vulnerable when this wears off, but by then you should have made it through the Mother and beyond to the gateway leading to Belial's Laboratory. You'll have a chance to stop, catch your breath, and regain your strength there.

3. Enter the Hive Mother.
4. Get through the Hive Mother, by attacking the pulsating organ to the left, then moving through the valve.
5. Find a decaying organ hanging from overhead beyond the valve. Click on the organ to cause it to fall off and cause a Hive Guardian to replace it with a new organ.
6. Exit into Belial's Chambers.

Belial's Laboratory



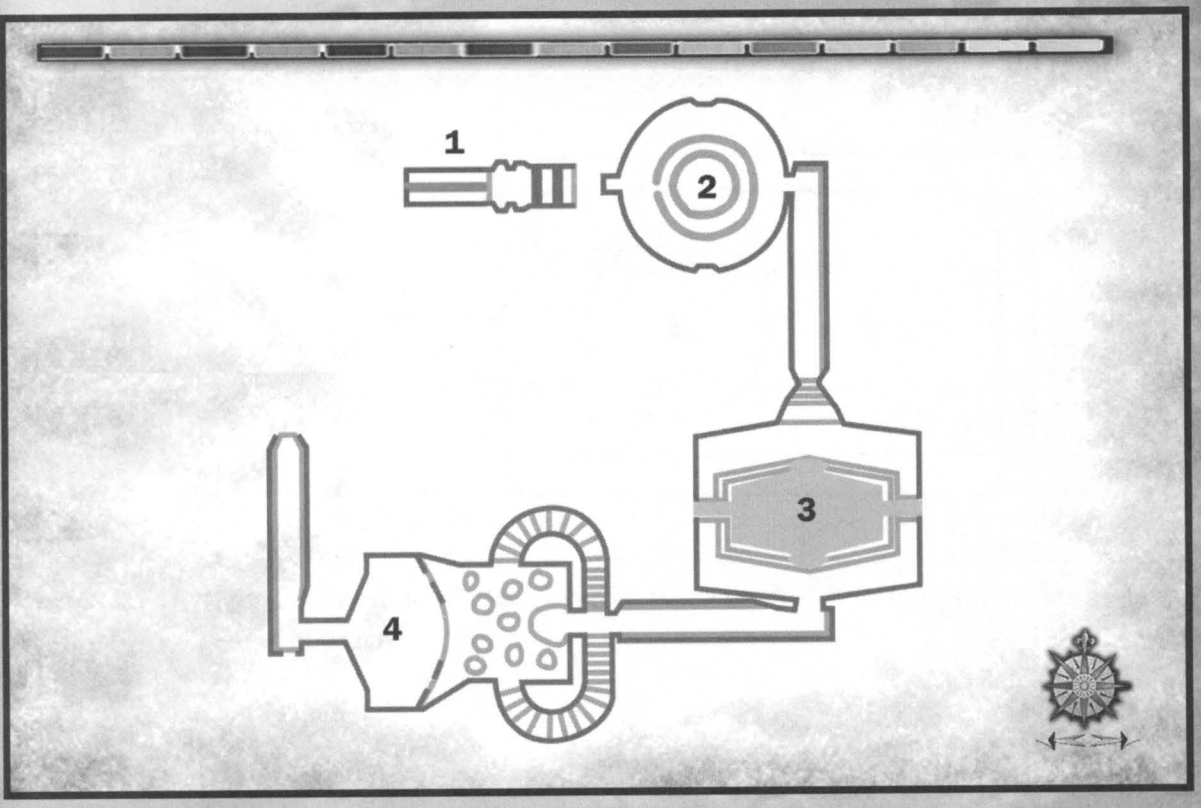
1. Begin
2. Gateway Room
3. Lizard Path
4. Acid Slime Canal
5. Switches
6. Pit
7. Slime Tunnels
8. Slime Canal
9. Reservoir Room
10. Green Hallway
11. Blood Bowl Room
12. Summoning Chamber
13. Elevator
14. Exit to Belial's Birthing Chamber


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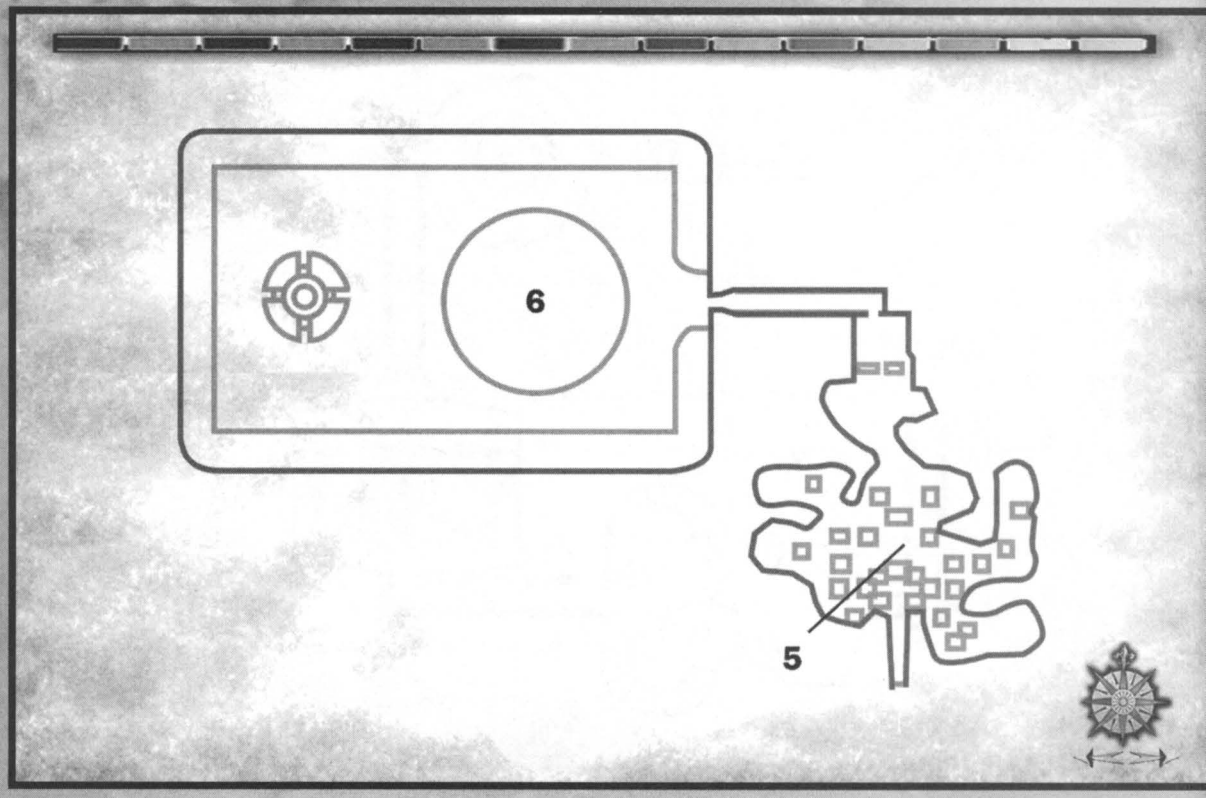
To complete this level, you *must*:

1. Kill the Statue of Belial.
2. Smash the bars on the small gate, change into a lizard, and pass through the blood channel
3. Use a ranged weapon to shoot the three levers on the far side of the acid-slime canal.
4. Click the iron door to open it.
5. Pass through the slime sewers and canal beyond.
6. Click the double golden doors in the Reservoir Room to open them.
7. Click on a second set of golden doors to open them.
8. Find the Summoning Chamber, with the large, blood-stained symbol on the floor.
9. Use a Mist of Doom spell on the skulls on the wall to summon Belial's Imp.
10. Kill the Imp and drag the body onto the symbol beneath another floating skull in the nearby blood-fountain room to open a hidden door.
11. Ride the Elevator down to Belial's Laboratory.
12. Exit into Belial's Birthing Chamber.

Belial's Birth Chamber



1. Begin
2. Womb
3. First Empowerment Chamber
4. Second Empowerment Chamber



5. Third Empowerment Chamber
6. Site of the Final Battle

To complete this level, you *must*:

1. Enter the Womb.
2. Expel your curse (a Level 5 Change Spell) into Belial's Embryo, forcing him to be born early.
3. In the First Empowerment Chamber, you must destroy the crystals on the ceiling in order to get past the magical pool.
4. In the Second Empowerment Chamber, you must get across the moving platforms.
5. In the Third Empowerment Chamber you must destroy the three floating objects—stone, fire, and frozen vapor—to open the bars at the northern end of the room.
6. Fight and kill Belial before he gains his full strength by rushing him through the Empowerment Chambers, by destroying or capturing the devices and equipment he needs to reach full strength, and by facing him in a duel to the death in the last room.

Simple! Nothing to it!

A STEP-BY-STEP WALKTHROUGH OF THE THIRD SPHERE

Here is one way to get through the Third Sphere and complete the quest. Keep in mind that *Lands of Lore: Guardians of Destiny* is an open-ended game, and your path may be different from the one shown here. The obsidian towers in the City of the Ancient, for instance, can be opened in any order.

The City of the Ancients

1. Go to the fountain at the south end of the city. Turn on the water by freezing the floating sphere, then shattering it.

2. With the water flowing, go to the Arboretum in the northeast corner of the city. Click the golden crystal, plant a Silverleaf at the base of the small pyramid, and click on the hourglass at the steps. Before touching the hourglass, you may plant other pharmacopoeia items such as Cave Aloe in the nearby earth plots.

3. The pyramid will shatter and open the obsidian tower. Enter the tower, drag the dragon box through the teleporter, and place it in its recess in the Netherworld counterpart of the tower. Click on the golden crystal that appears outside to raise one section of the Grand Tower, then return through the teleporter.

4. Enter the shifting maze at the northwest corner. Ride one of the rising walls or cubes to the upper level. Destroy the solid, square floating object with an edged weapon. Destroy the floating ball of flame with a Mist of Doom cold spell. Destroy the hovering mass of frozen white vapor with a fire spell.

5. The remaining floating object will shatter another small pyramid when your actions open a large door at the south side of the maze. This will open the obsidian pillar. As before, enter the tower, drag the dragon box through the teleporter, and place it in its recess in the Netherworld counterpart of the tower. Click on the golden crystal that appears outside to raise another section of the Grand Tower, then return.

6. Gather four ivory chips. If you have two chips with you from the Draracle's museum, the two easiest pieces to acquire are the one atop the small fountain southeast of the Grand Tower, and the one in the double room with two goblin figures on the south side of the boulevard going to the northwest shifting maze.

7. If you do not have any ivory, you must get all four pieces in the city. The remaining two pieces are guarded by lethal traps, and you must solve those puzzles to get them.

8. With four pieces of ivory in your inventory, go to the Crystal Cylinder puzzle at the southwest corner of the city. Place one piece of ivory in each of the receptacles to shatter the pyramid and open the obsidian tower in the room beyond.

9. You know the drill by now. Enter the tower, pull the dragon box through the teleporter, and place it in its recess in the Netherworld. Click on the golden crystal that appears outside to raise another section of the Grand Tower.

10. In the southeastern corner of the city, solve the Firewall Puzzle by going through each set of doors, then turning and opening them again after each set closes behind you. This creates a clear path for your escape. Proceed through to the floating head. Spark the oil to cause an explosion, then run through the open doors and leap across the canal to escape the blast. You must have turned on the water already to survive the flames. You have your best chance for escaping if you transform yourself into a lizard before igniting the oil.

An Ancient God Speaks

When you're solving this puzzle, you're probably going to be too busy to look for souvenirs. Still, if you turn to face that giant floating head just after you spark the oil, you'll have a chance—if you're quick!—to grab the Dark Bow.

Of course, you'll still need to get out of there and through the maze of open doors before the fire catches you!

11. The blast opens the pyramid which opens the obsidian tower. Enter the tower, pull the dragon box through the teleporter, and place it in its recess in the Netherworld. Click on the golden crystal that appears outside to raise the final section of the Grand Tower

12. With all of the portions of the Grand Tower raised, enter the Mantle Shrine by clicking on the first set of double doors.
13. You must fight and defeat the final Hive Lord.
14. If Baccata appears, don't let him stop you from reaching the Mantle Shrine.
15. Enter the Mantle Shrine and empower yourself with the mantle of the Ancients.
16. Exit into the Hive Caverns by finding the hallway with the warring statues, igniting the dragon orbs in the rooms to either side, entering the chamber with the small, living dragon, and cutting its throat. Pass through the secret door to enter the Subterranean Caverns.

The Subterranean Caverns

17. Enter the Hive Caverns.
18. Run as fast as you can to the entrance of the Hive Mother. Don't stop to play with the natives!
19. Enter the Hive Mother by hacking through the fleshy columns and moving forward and slightly to the left.
20. Turn left within the Mother, and attack the valve. Click it and go through.
21. Find a decaying organ hanging from overhead beyond the valve. Click on the organ to cause it to fall off. Wait a few moments, as a new organ grows, and a Hive Guardian comes to transplant it onto the old organ's place. An opening will appear.
22. Click on the opening to exit into Belial's Chambers.

Belial's Chambers and the Birthing Chamber

23. Kill the Statue of Belial. If you've befriended Baccata earlier in the game, you will see him fight the statue for you.

24. Smash the bars in the Gateway Room, change into a lizard, and pass through the small tunnel.

25. Use a ranged weapon to shoot the three levers on the far side of the acid pool. Cross the pool when a floor rises within it.

26. Click the iron door to open it.

27. Run through the slime sewers, moving east. Find the slime canal and follow it south, then west, to the Reservoir Room

28. Click the double golden doors in the Reservoir Room to open them.

29. Go down the green hallway. Click on a second set of golden doors to open them.

30. Enter the Summoning Chamber. Use a Mists of Doom spell on the skulls on the wall to summon Belial's Imp. Fight and kill the imp, then drag the body onto the circular symbol on the floor of a nearby room to open a secret door.

31. Ride the Elevator beyond the Summoning Chamber down to Belial's Laboratory. Talk to Dawn and get the Ruby of Truth from her.

32. Exit into Belial's Birth Chamber.

33. Expel your curse into Belial to force him to be born early.

34. In the First Empowerment Chamber, destroy the crystals in the ceiling. Attack Belial to drive him away from the pool of magical liquid.

35. In the Second Empowerment Chamber, leap from platform to platform to reach Belial. Use the Ruby of Truth to dispel Scotia's image. Click on the blue orbs, and attack Belial to drive him away before he can draw a full charge of magic.

36. In the Third Empowerment Chamber, avoid the moving columns as you destroy the floating objects of stone, fire, and ice. Dispel the image of the Draracle with the Ruby of Truth. Find as many of Belial's weapons and pieces of armor as you can before he does, and equip yourself with them.

37. Enter the last chamber. Fight and kill Belial. You've got a chance if you hindered him or rushed him enough in the first three rooms.

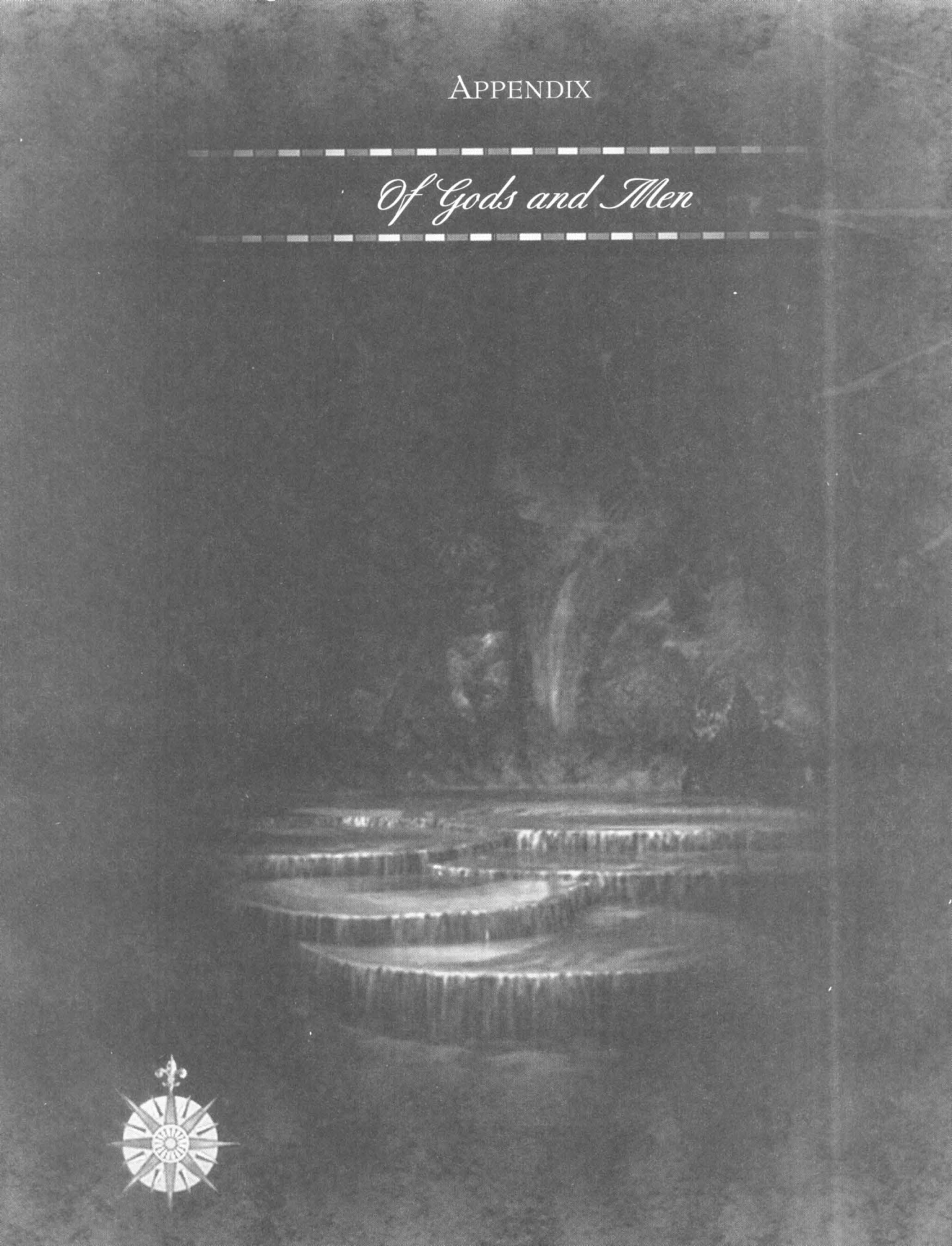
Congratulations! You've made it through the Three Spheres, learned to control your curse, and used it to defeat the dark and powerful Belial!

But...could you have done things differently? There are magical items in the game we've not mentioned in this Scroll of Wisdom and Knowledge, secret rooms to find, hidden items to acquire.

Next time, you might do even better!

Appendix

Of Gods and Men



It's a *terrible* thing to be a god.

Imagine it. The supreme Cause of all that happens in your world, spending eon upon slow-passing eon, bored out of your omniscient mind because *nothing* ever happens that you do not ordain! Eternal life, eternal power, eternal knowledge, after all, is nothing so much as a perfect prescription for eternal and absolute boredom.

Perhaps this was why, in the remote and unknown mists of the Dawn of Time, the Ancient Gods created this world, a place where they could abandon for a time the trappings of divine and absolute power and enjoy a world where things occurred that they did not ordain, a place replete with that one quality that so delights and diverts the eternally divine—*surprise*.

Of course, a surprising world, an *interesting* world, will remain so *only* so long as its creators keep their all-powerful hands off of it. To this end, a sort of divine, non-interference pact was declared in which the gods agreed among themselves to watch, to enjoy, but not to meddle in the naturally unfolding affairs of the mortal world. And so it remained throughout the ages when the Gods walked among men.

At last, though, one of the Ancient Gods could stand the boredom—or perhaps it was the temptation—no longer. Mortal beings, after all, made tempting game pieces, and their affairs could become even more interesting with a little outside help.

This god's name was Belial.

He chose as his special diversion the affairs of the Dracoid Race, a species dwelling on the South Continent that until now had dwelt in harmony with nature and with their neighbors, the humans and the Hulines. By appearing in their midst and by giving them tokens of his divine pleasure, he goaded the formerly peaceful beings onto the path of war. Armed with Belial's powerful magics, the Dracoids swept out of their former dominions like a vast, fiery storm, slaughtering their neighbors, burning cities, enslaving whole populations. The peaceful Hulines were very nearly driven into extinction.

Indeed, the only thing to save the Hulines was a second act of divine disobedience. Anu, the Ancient God later known as the Dragon Oracle or Draracle, could not stand by while the Hulines were annihilated, regardless of what the pact among the Ancient Gods might decree. He intervened in the war, saving the Hulines at the last possible moment by giving them some of the Ancient Magic that until now had been accessible only by the Dracoids.

The Ancient Gods acted slowly, with a deliberation that might seem glacial to mortal minds, but even they knew now that something must be done... if for no better reason than the fact that war among the gods themselves was now a distinct possibility. The mighty Council of Ancients convened and declared the unthinkable: Belial must die!

But how to carry out such a decree? For one immortal to deprive another of his immortality was as unthinkable as... well, as intervening in mortal affairs. Yet the deed had to be done.

Anu was the obvious choice for executioner. After all, he had already broken the law. He would carry out the Council's sentence, and the hands of the other immortals would remain clean.

In due time, Belial was slain. Not long afterward, as the gods count time, the Ancient Gods, disillusioned by what had happened among the mortals, left the world. Their titanic city, the renowned City of the Ancients, was allowed to sink beneath the waves, until only its tower tops remained gleaming in the light of the sun.

And this, it seemed, was the end of the story.

Except that Belial had found a way to cheat his executioner.

Before his death, Belial had worked devious magics deep within the bowels of the earth, fashioning an immense and obscene Mother Beast, a kind of organic factory that could draw the radiations of the Ancient Magics from the air. The Mother Beast would bide her time across the millennia, slowly drawing in Ancient Magic power and storing it until, in the fullness of time, she could give birth to Belial, enabling the evil god to rise reincarnated from the dead. Belial's timetable was upset somewhat but the fact that the departure of the Ancient Gods deprived the world of most of their magic. The Mother Beast lapsed into a kind of long-sleeping dormancy, awaiting the appearance of power from which she could draw her creative energies.

The mortal world, meanwhile, remained an interesting place. The Dracoids, abandoned by their evil god of war, fell into decline. The last Emperor of the Dracoids, oppressed by the shame of an entire people, sought with his dying breath to purge the memory of the Dracoid's pact with Belial. Eventually, all of the Dracoids were gone form the South Continent, and only their spirits haunted the dismal expanse of their cemetery and the black catacombs beneath their dusty mausoleums. Meanwhile, their vast city at the artifice of the penitent Dracoid mages, sank deeper and deeper into the earth, now inhabited solely by the savage, reptilian creatures known as Ssar, and the obscene horrors known as stone squids. It may have been that the Ssar were creations of the Dracoid, or pets, or both; the full story may never be known. Those savage and blood-minded creatures that remained, however, worshipped a fell and vastly evil monstrosity, a Great Worm that lived in an enormous subterranean lake near the ruined Dracoid capital. The remnant of the Hulines slowly re-established themselves and their culture, their numbers growing once more with time. Some of the younger members of the species eventually ventured across the Bane River, establishing for themselves a separate community where they could pursue the ways of their primitive ancestors, distinct and separate from their soft and pleasure-loving kin to the west.

A vacuum invites filling. In the absence of the Ancient Gods and the Dracoids, other powers gathered, hungry for power, for magic, for dominion. In the south, a strange race of parasitic entities, the Ru-Loi, established their first foothold on this world in an eerie and alien Citadel. There, they experimented with their own alien magics, killing all males who ventured near and abducting and enslaving any females they could find for dark and sinister magical purposes not clearly understood.

And in the northern continent, in the land of Gladstone, war came again to the lands of the humans when the Dark Army marched against the White Army of Gladstone. It was a near thing, this war, with secret enclaves of the Dark Army established almost within the shadow of Gladstone Castle itself. Nearby, one alone of the Ancient Gods took up residence. Anu—now the Draracle—had remained in the mortal realm in self-appointed exile. So far as mortals were concerned, he was no more than a strange and frustratingly obscure oracle, remote from human affairs or politics. He seemed to take little interest in the war or in the ebb and flow of mortal issues like right and wrong, and contented himself with dispensing weather predictions and ambiguous minor prophecies for the local population. An outcast from the company of his peers, he was concerned about Belial's plans for rebirth and had remained behind voluntarily as a guardian of the world's destinies.

Margarithe Fiston, see Scotia, meanwhile, a twisted woman once spurned by the man who eventually became King Richard of Gladstone and leader of the White Army, delved deeply—too deeply—into tomes and artifacts of Ancient Magic, becoming in the end the arch-sorceress Scotia of the Dark Army. Seeking a means of getting close enough to Richard to kill him, Scotia sought an artifact of Ancient Magic known as the Nether Mask, which held the power to transform its wearer into any shape, any form. Finding the mask, she was on the point of realizing her psychotic ambitions when she was struck down by a hero of Gladstone, an epic event chronicled in the first *Lands of Lore*.

As she died, Scotia wrought one final piece of magic, attempting to send the Ancient Magic of the Nether Mask into her son, Luther, a young man empty of political ambitions or hatreds. The magic, unfortunately, was garbled in the passage; what Luther received was less the blessing of power than it was a terrible curse. At random and unpredictable intervals, he transformed into either a lizard or a hideous, lumbering beast.

There was another beneficiary of the struggle for the Nether Mask's power. Raised from the mud where it had lain hidden for uncounted years, the artifact once more became the source of powerful, Ancient Magic radiations, radiations that were sensed and absorbed by the long-dormant Mother Beast. Deep within her labyrinthine caverns, the Mother awoke and began giving birth to nightmare horrors.

Those horrors took many shapes. There were spidery creatures called Hive Warriors that tunneled through the earth, emerging in the upper world to seek out anything and anyone possessing even scraps of Ancient Magic. The Hive Guardians were larger, more powerful entities that remained within the Mother's caverns, tending her needs and protecting her from intruders.

And there were other, stranger and darker forms as well—the so-called Hive Lords, which anticipated the birth of Belial himself. The first incarnations were crude work indeed, blunt and stupid, malformed and badly smudged images of Belial possessing some part of his will and being and lust for corporeal existence, but lacking both his keen intelligence and his physical and magical strength. Each incarnation was better, more powerful, more intelligent than the last, but each was but a dim anticipatory echo of the horror still waiting to be born.

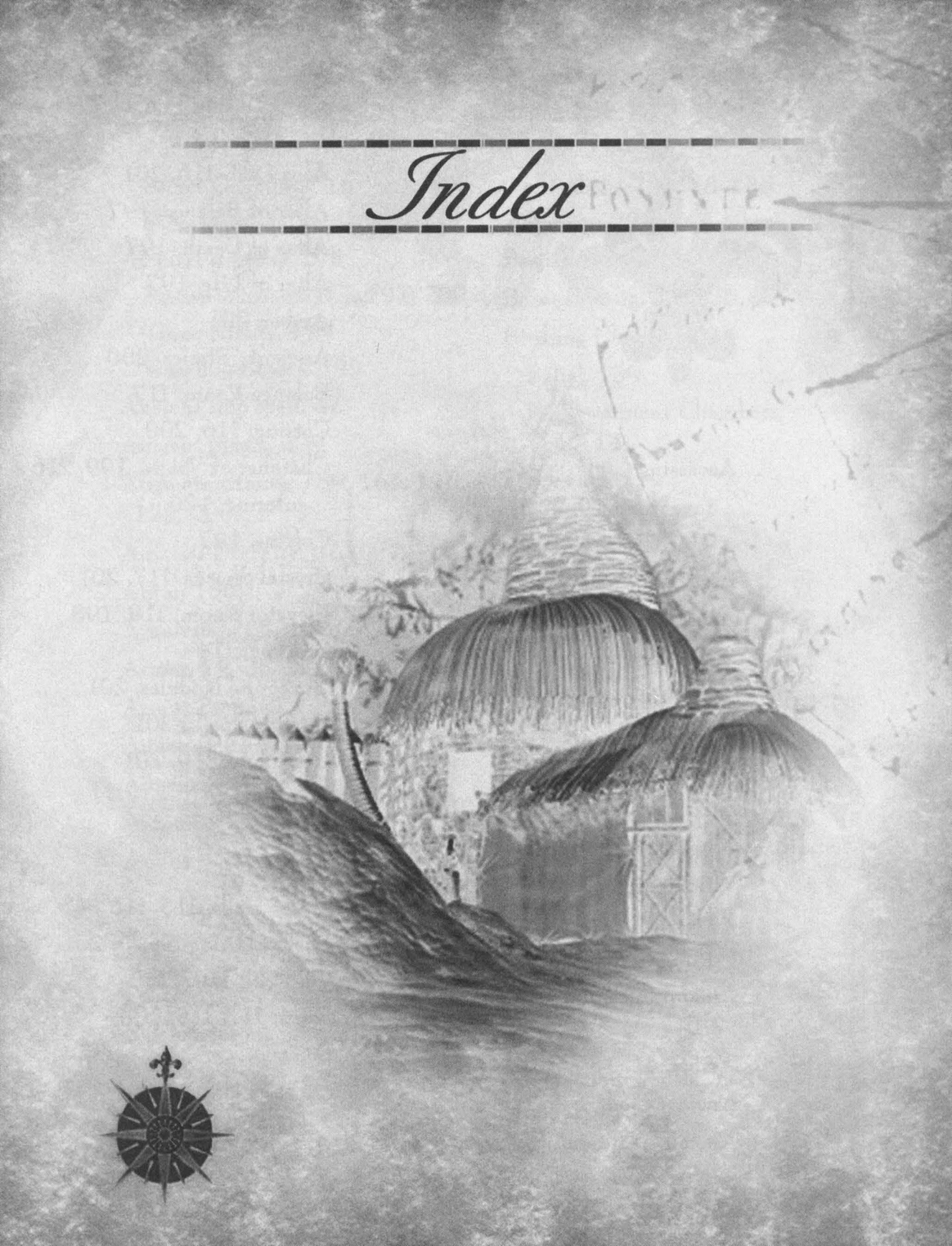
One human, the mystic Dawn, was alarmed by the weakening of the magical defenses girdling Gladstone and by the appearance of the spidery horrors from the subterranean deeps. She was determined to learn the source of this plague and stop it, if she could, although she was frustrated by the Draracle's vague orations and less than candid prophecies. Accompanied by a four-armed agent of Gladstone named Baccata, she set off on a quest to uncover the source of the black powers that were eating at the foundations of her world.

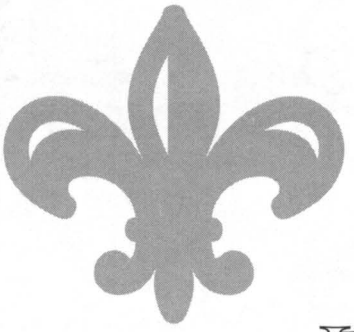
Meanwhile, Luther, hurt, confused, and terrified by the beast- and lizard-morphing curse he now bore, had been imprisoned in Gladstone Castle for crimes committed by his mother. Until then, he'd been a farmer with no ambitions beyond bringing in the next harvest, and he certainly shared none of his mother's pathological hatreds.

Indeed, he had nothing but very little in the way of magical talent... and the hated curse.

And that is where the new story begins...

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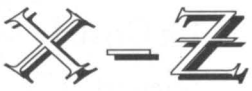
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ISBN 1-56686-288-4

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